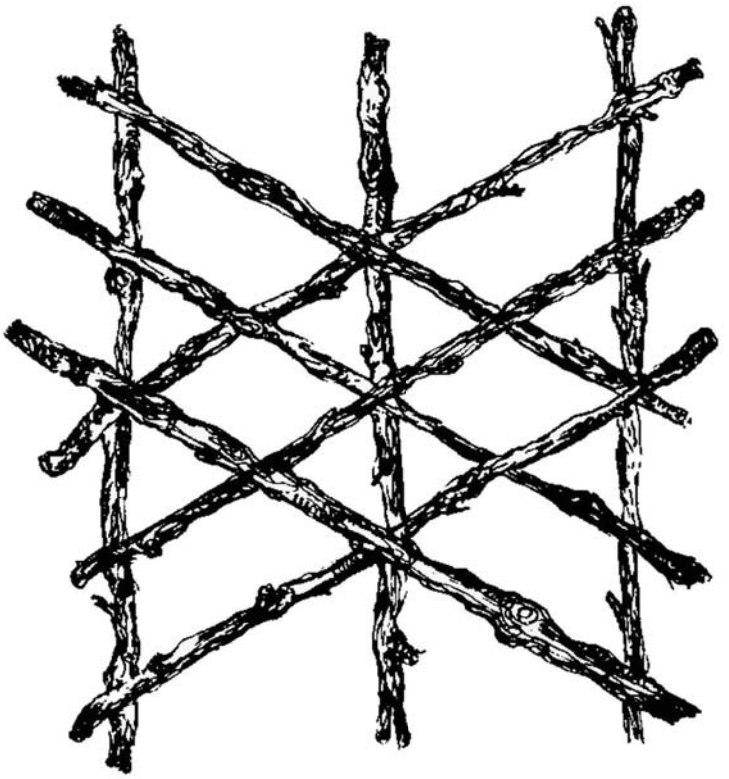
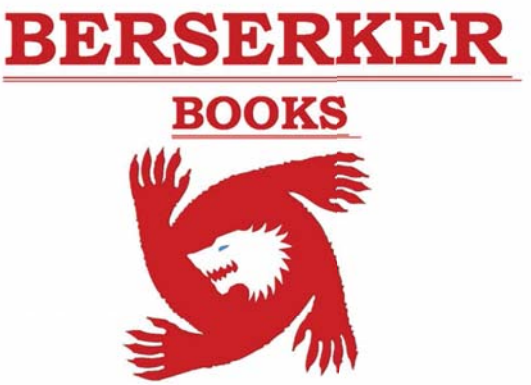
AR KAN RUNE LAG




BERSERKER
BOOKS

Son of the Widow

The title *Son of the Widow* occurs as one for 'Jesus Christ' (Mani called him thus) and also crops up in Freemasonry where Hiram Abis is the *Son of the Widow.* The origins of this title seem to be with the figure of the Egyptian Horus who is the son of Isis whose husband - Osiris - is slain by Set, which makes her the 'widow'. In the Myth of Horus we find that Osiris is slain by his brother, Set, but Isis brings forth a son, Horus, who is born to avenge his father.

Within Woden's Folk we have followed this line unconsciously, since the figure of *The Hooded Man* - as the *Divine Fool* - has exactly the same myth. Rather than the Egyptian Myth we have used the Norse version where Hamlet's father is slain by his own brother and Hamlet plays the *Pure Fool* so as to disguise his intention of avenging his father by slaying his murderer - the uncle. In this Hamlet is the *Son of the Widow.*

Another famous legendary figure whose myth is the same as this is that of *Parsifal*, whose name (in this version of Wagner's) means *Pure Fool.* What we need to realise when dealing with this myth is that in the Wolfram von Eschenbach version the ideas are based around alchemy which was the spiritual medium of the era.

Parsifal's father - Gahmuret - marries a black-skinned Moor named Belecane, Queen of Zazamanc, but he abandons her. Here we see the 'black' or *nigredo* stage. He then remarries to a figure called Herzeloyde of the House of Anjou, and

then leaves her to fight in battle - the 'white' or *albedo* stage. He dies in battle, making Herzeloyde a ***widow***, and their son, Parsifal, the ***Son of the Widow***. Parsifal slays a Red Knight, takes his armour and weapons and becomes the Red Knight - this being the 'red' or *rubedo* stage. Here we see the colours of Eternal Germania - Black-White-Red.

Parsifal is 'brought up like a pure madman' and is 'pure like a madman'. The alchemical transformation as seen in the work of Wolfram von Eschenbach is not the work of a physical lineage but that of a *spiritual lineage.* Parsifal is a *Warrior-Hero* and the myth is based around the *Warrior Ethos* whence he needs no 'God' but is guided by his *Walkyrie.*

The wife of Parsifal is Condwiranurs whose skin is as white as snow and her lips as red as blood - ***red and white***. When he witnesses the slaying of a goose killed by one of King Arthur's falcons he goes into a deep trance and slays two knights with the *Lance of Troy* which he found in the cave of a hermit. Here we have the colours ***red and white*** which are once again symbolic - 'blood on the snow'.

There are three swords used by Parsifal in his wanderings and quests -

The first he discards after finding the *Sword of the Red Knight*, which becomes his second sword. The third sword is the *Memory of the Blood* which on its second blow breaks and is repaired in the water of the fountain called *Lac* flowing from beneath a grey rock. Here we see the idea of the sword that is symbolic of the *Blood Memory* and this sword is the *Broken Sword - Sword of the Wolsungas.* There is a runic sequence here too - Lac (Lagu) which is the lake or fountain, and *Blood Memory* (Ing) which follows the Lagu-Rune. Indeed there is a connection between a Broken Sword and Ing because the original sound ***ng*** was once whole, but the two letters 'n' & 'g' are today broken, thus symbolic of the breaking of the *Blood Memory of the Folk*. It is thus the power of the *Lagu Rune* that makes **n-g** whole again - ***Ing***. The Lagu-Rune could actually be seen as symbolising a *fountain* through the rune-shape.

I have equated the *Lagu Rune* with the *Left-Hand Path* which is the *Warrior Path* and the only valid path for us in the Dark Age or Warg Age. Ing is the rune associated with the *Sacred Blood* and with the DNA Code - the English version shows a double-helix. England - the 'Land of Ing' is the *Land of the Blood* which seems obvious from the title alone. This is the *Land of the Son (of the Widow)*,

whose colours are ***Red & White*** as seen on the English Cross Flag and the White Dragon Banner.

There are also hidden connections with the *Last Avatar* here since the title *Widow* is linked to *Wid-Ar* who is the Avenging God and another aspect of *The Hooded Man.* There is yet another important thing we need to consider here, and we need to get back to the Legend of Parsifal for that.

Parsifal is the *Pure Fool* who eventually finds the *Gral* and thus heals the wounded

king and the land is renewed, but there is another important figure in this myth - Gawain. Through the tests that are undertaken by Gawain the power of the black magician - Klingsor - is broken, thus paving the way for the renewal of Nature by Parsifal. It is these tests, and the love of Gawain for the Proud Duchess, that destroys the enchantments of 'hypnosis at a distance' that has taken prisoner the Knights, not allowing them to return to the *Ancestral Home.* This is a most important point, for this 'hypnosis' at a distance is exactly how the English Folk have been enslaved - through the power of black magic, of pyscho-warfare, and by the mass-media and the press who act out this drama as the ***Black Magicians*** with their ***Magic Box*** (TV and the World Wide Web) - which create an *illusionary world*.

It is Gawain that destroys the power of Klingsor - the Black Magician - and to do so he undergoes a series of tests, whilst at the same time he is guided by his love for the Proud Duchess (his Walkyrie). We could even see the name *Gawain* as being made of the two runes *Ga* (gift) and *Wyn* and since his shield has a five-pointed star symbol there could be a link to Venus - the Morning Star. This is because the planet Venus is linked to the Wyn-Rune and the Wanir-Gods and thus to Ingwe-Frey and the Elven Race - the *Shining Ones.* The planet Venus was also glyphed by a symbol that is the same shape as the Wyn-Rune, which underlines this link. It is quite possible that the Morning Star is also associated with the *Apple* since when this is cut in half it makes a five-pointed star; we should note that the Wolsunga Line was renewed by the intervention of the goddess Frigga who sent her handmaid to Rerir's wife bearing an *apple*, who then gave birth to Wolsung.

To break the power of Klingsor it is necessary to expose the lies and deceit of the mass-media and the gutter-press, but it is also necessary to awaken the power of the *Blood Memory* in our Folk and to affect a *return to the Ancestral Home - Thule-Hyperborea.* What we need to understand is that the legend of the sinking of an ancient homeland may not have been a physical event in the first instance, for there is good reason to think that this 'sinking' was more of a removal of the Ancestral Homeland into another dimension - possibly into the Inner Earth. This was not just a flood that sank the ancient land, but more of a removal of the original lands from this dimension, which means that it is still there for those who are meant to find it.

This is more in line with the legends of *Shambhalla* and *Agarthi* (Asgard?) which are supposed to be within the Earth. It also explains why some people have experienced the *Fata Morgana* at the North Pole which is an 'illusion' of seeing another strange and magnificent world - which is there but in another dimension of being. There are so many legends about individuals going into the Earth and then coming out again at some future time, and we also have the figures like Barbarossa and King Arthur who 'sleep' in a cave (underground) awaiting their time of return.

Going back to the five-pointed star which centres around the figure of Gawain and also the Wolsunga Lineage, this is the same type of symbol as the White Rose which has five petals and is the White Rose of Albion. The White Rose can also be found on symbols of the Saxon god Irmin, and also on the medieval Tarot card

named *The Fool.* The White Rose of Albion refers to a very ancient time when these islands were populated by the Arya or Hyperboreans, whose descendants were the later Saxon English.

One last point here concerns the son of Parsifal - Lohengrin - whose symbol is the Swan-Ship (Peorth-Rune) and whose legend most likely gave birth to the legend of the Swan-Knight, and these originated with the English Divine Ancestor - Sheaf. The Swan-Ship of Thule-Hyperborea sails upon the Waters of Chaos at the end of a world-age or cycle of ages - within the ship is the sunwheel (reborn sun) or the Seeds of Rebirth (like the 'ark'). In one version (Mayan) we find a White God with a Red Beard whose boat is the *Serpent-Ship (Wafeln)* which floats upon the Waters of Chaos, within the boat being the *White Stone of Ing* (Gral-Stone) on which are the runes *Gift of Ing* as seen on the side of the boat XX-X. The two figures at the side of the boat are the Guardians of the Gateway (Gateway to the Gods through which the Divine Hero travels).

This is the S*wan-Ship of At-al-land* which is the *Racial Homeland* which was removed from this world when the axis of the earth tilted and the Golden Age ended. This was the time when the gods sent Scef (Sheaf) to earth as the Culture-Bearer to aid the Germanic Folk as the climate changed drastically, and

the gods withdrew into the Inner Earth. At this time the Sky-God (Tiw) lost his right-hand and became the God of the Underworld (Woden) symbolised by the Lagu-Rune of the Left-Hand Path.

The role of Woden's Folk is to prepare the way for the coming of the Last Avatar, and in doing so to fulfil the role of ***Gawain*** in breaking the hypnotic hold that Klingsor has over the Warrior-Heroes - thus awakening the *Blood-Memory* and the *Memory of the Ancestral Homeland.* Gawain had to go through a series of trials and tests, in one version being tested against the *Green Knight*, and overseeing the tests is Wyrd - the Goddess of Fate.

The role of the *Einheriar* is crucial to an understanding of what we are saying here, for the *Einheriar* are the Warrior-Heroes (Weras) who are resurrected at the time of Ragnarok to fight the Last Battle against the Dark Lord and the Dark Forces of Chaos and Destruction. The legends of the *Everlasting Battle* and figures such as *Hedhin* in Norse Mythology are connected to the idea of a never-ending Cosmic War between the Forces of Light (Gods and Heroes) against the Servants of Darkness (Jotun - Forces of Darkness & Matter), in which the Warrior-Heroes are slain and resurrected endlessly in this struggle of the ages.

We await the next coming of the *Son of the Widow.....*

The English Runic System

There are a number of runic systems that are in use today, the most used being the 24-rune *Common Germanic Futhark* and the newer 18-rune *Armanen Runes.* Within Woden's Folk and the Woden Folk-Religion we use a 33-rune system known as the *English Futhork.* This is made up of 32 runes broken into Four Aettir with the Gar-Rune as the *Spiritual Centre* -

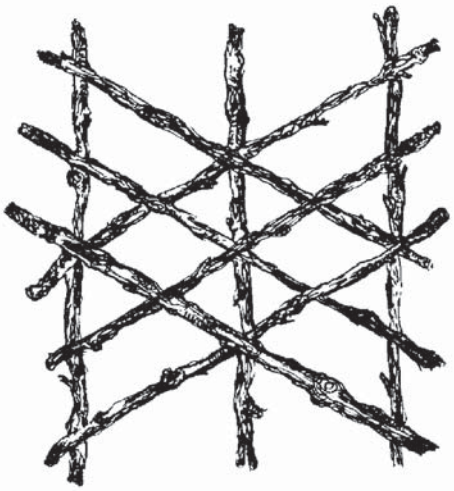
Feoh	**Haegl**	**Tir**	**Ac**
Ur	**Nyd**	**Beorc**	**Aesc**
Thorn	**Is**	**Eh**	**Yr**
Os	**Ger**	**Man**	**Ior**
Rad	**Eoh**	**Lagu**	**Ear**
Ken	**Peorth**	**Ing**	**Cweorth**
Gyfu	**Eolhs**	**Daeg**	**Calc**
Wyn	**Sigel**	**Edel**	**Stan**

Gar

It should be noted that the first three aettir (24 Runes) have the same order as the Common Germanic Futhark although the names are slightly different. This makes it quite easy to adapt from the CGF to the English Futhork. Some of the last nine runes are bind-runes whilst others describe trees (oak and ash) that are found in Germania and not in some more northerly areas of Europe. There is also the importance of the last four runes which do not have rune-poems in the *English Rune-Poem.* The names of at least the last three have meanings linked to the *Graal Mythos* - the original *Hyperborean Mythos* and not the later 'Celto-Christian Grail' built around a Christian 'King Arthur'.

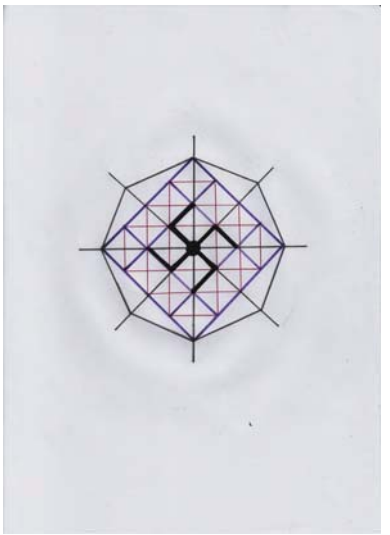
These 33 runes and the order that they are shown here are the official runes of the Ar-Kan Rune-Lag system devised by the Hearth of Heruli within Woden's Folk. Individuals may use these runes differently and even in a different order but for group use within WF this is the order that we use - though the names may be altered for convenience.

THE MASTER RUNE

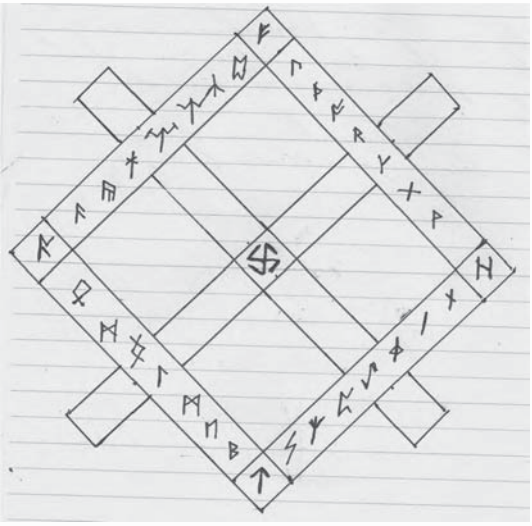


This figure is the *Nine Glory Twigs* mentioned in the *Nine Herbs Charm* from which all of the 33-runes can be taken. This is the *Rune-Mother* which gives 'birth'

to all of the rune-shapes. This is not the only *Master Rune* that we use for this system because there is also our own version which will can be seen below -



This is a more complicated mandala based upon the octagon, at the centre of which is the *Swastika of the Return* from which unfold all of the runes, in fact this figure covers all of the rune-rows. This is also based upon the *Eightfold Wheel* and the Ing-Rune/Gar-Rune as the Central Axis.



Why do we need a new English Runic System?

We may well be asked why we use a specifically English Runic system rather than the Elder Futhark, Younger Futhark, or even the now pretty widespread Armanen System, which can be seen as perhaps the most Folkish System. The answer to this has to be broken up into sections that deal with each system -

The Armanen Futhork - This system has often been criticised for not being a 'historical' one, but myself I see no reason why a system based upon a *mystical experience* should not be valid. Since this is based upon the six-fold crystal, out of which all of the 18 runes can be taken, this has to be seen as a working system. It was certainly developed for the German Awakening between the two world wars, and even today is used (and spread) into other lands. I consider this to be a valid working magical system that can be used by anyone of Germanic origin, but.....Having said that this system lacks the one thing that makes it useable to gain insight into the English Mysteries - **the Ing-Rune**. It contains no 'Rune of the Son' and thus cannot give us insight into the Mysteries of Ing and the 'Land of the Son'. It is a valid system for spiritual training and the awakening of the Aryan Consciousness, as we see through its use by Miguel Serrano.

The Elder Futhark - This system comes into the Ar-Kan Rune-Lag and does contain the Ing-Rune and thus the 'Mysteries of the Son'. The Tiw's Aettir contains the Ing-Rune and the Mysteries of Ing. But even this Futhark does not go as far as the English Futhork, as we shall see later.

The Younger Futhark - None of the versions of this contain the Ing-Rune either, and thus we are lacking in the Mysteries of Ing, the English Mysteries and the Blood Memory (which is

contained in this rune.

The 33 runes of the Ar-Kan Rune-Lag system contain a **complete** working system for the Woden Initiate in England. This is why we use it to affect an English Awakening. I am now going to outline the reasons why this is the one that we use -

The Tiw's Aettir contains the Mysteries of Ing and the Manu which relate to the English Struggle and to the coming of The Hooded Man -

Tiw - Sky-Father. The Sun of the Solar Eclipse.

Beorc - Birth-Mother. The Moon that eclipses the Sun. Since this is the rune of the Birch-Tree which is the rune of rebirth, resurrection and regeneration this is also equated with the Dawn and thus the Morning Star. This is the woman 'clothed with the Sun and the Moon under her feet' that brings forth the Divine Child. It is thus no coincidence that Venus (Morning Star) was in the same house (House of the White Dragon) as the Sun & Moon in the eclipse of 1999 (see next). Since the birch-tree gives us the 'broom' (its twigs, as well as that of broom are used to make brooms) there may be a link between the nursery rhyme that tells of an old woman that sweeps the sky and the Morning Star.

Eh - The Divine Marriage of the Sky-Father and the Birth-Mother and their union. That this is a valid idea can be proven by the Solar Eclipse of August 11th 1999 which was predicted in Matthew 24 and by Nostradamus. The first prediction actually refers to the ***Sign of the Son of Man*** *(the Ing-Rune that was created by the planetary positions at this time), the second to the bringing forth of the* ***King of Angol*** *(i.e. Ing - 'King of the English'). This proves beyond doubt that this rune-row is valid for our era and for the English Awakening.*

Man - The Manu, offspring of the Divine Marriage of the Sky-Father and Earth-Mother. This rune is made up of two Wyn-Runes and thus has the Formula 88 - the Number of the Manu. (This only works in the Elder Futhark and English Futhork) because the other systems use the so-called 'Life-Rune' as the Man-Rune.) This is the 'Mighty One' spoken of in the Norse Myths (Short Seeress' Prophecy).

Lagu - The Great Deep, the ***Wafeln*** *or 'Swan-Ship' that floats on the Waters of Chaos at the end of the Cosmic Cycle, bringing the seeds of resurrection, the rebirth of the Sun, and the Divine Child - the* ***Son of the Widow****. This is also the 'flood' spoken of in the Short Seeress' Prophecy. It is the* ***spring/fountain*** *named 'Lac' that is the source of the healing of the Broken Sword (n-g) and its making whole again ('ng' - Ing). There is yet another thing that we should notice here, and that is that the Lagu-Rune makes up half of the Eh-Rune. Since the latter can be seen as symbolic of the* ***Horse Twins -*** *Hengest and Horsa - then this can be seen to represent Hengest, and thus the Sword of Hengest, which is the sword Hunlafing - the 'Hun-bequest' - passed from the 'Hun' (Germany) to Hengest of the Engel-Kin (English).*

*The Wyrd of Germania passes from the **Fatherland** (Germany) to the **Land of the Son** (England) - this is the **Resurrection of the Pure Fool**.*

*Ing/Ingwe - The 'Son', or 'Hero-God' who is the **Son of Man(nus)** and thus the **Son of the Widow** (Parsifal) whose destiny is to bring to an end the Age of Darkness and to create a renewal of Nature and Resurrection of the Arya. (Here again we see how this rune-row alone tells the mysteries of the **Son of Man** and the **Son of the Widow** - and thus the Mysteries of The Hooded Man.) This rune is the **Rune of Blood Memory** and the Old English stave shows it as the DNA spiral. This thus signifies the **Awakening of the Blood Memory.** This is the 'e'en Greater One spoken of in the Short Seeress' Prophecy - Wid-Ar the Avenger. **He Who Returns**.*

*Daeg - The New Dawn, the dawn of the new Golden Age of the Sun. This rune is also one of **revolutionary change** since its stave shows the possibility of it's being 'flipped' into its opposite, like an hour-glass or egg-timer. This is also the stave of **Eternity** and thus of the idea of **Immortality**.*

Edel - This is the rune of the rising of At-al-land (Thule-Hyperborea) which was placed in a different dimension (Inner Earth) as the Memory of the Blood sank. This rune is made up of a Gyfu-Rune and Ing-Rune and thus the 'Gift of Ing'.

We can see from this rune-aettir how important this sequence is, and that it is relevant to the era in which we live today - here in England. It is usual to see the 24-rune Futhark as being the earliest known row, but we find the same runes on one of the *Horns of Gallehus* together with rune-stances that are found only in the English-Frisian Rune-Row. (This we shall cover in detail in another post.) Since the *Horns of Gallehus* were found in Denmark there is a likelihood that the English Tribes used these runes, maybe even with the 'later' added runes. We move on.....The last aettir is also one associated with the English Mysteries, and we use the **full** extra nine runes for this, since the last four runes have no rune-poems but still occur in the manuscripts.

*The first two runes - Ac & Aesc - are both associated with the World Tree, and thus with the Irminsul. These two move on to the Yr-Rune which is itself a bind-rune of Ur-Irminsul in the version we use as standard. The Ior-rune is **Iormun** and also associated with the Irminsul, as are the shapes of the Ear-Rune and Cweorth-Rune. So we have here the first six runes of the last aettir all associated in some way with the Irminsul.*

*The last four runes are the **Gral Runes** and thus a **Hyperborean Mystery** (not a Celtic-Christian one as this developed into - if anything this is a **Kristian Mystery** rather than a 'Christian Mystery'). In the last rune - Gar - we have the Spear of Woden that finally destroys the power of the Dark Forces, and that is (significantly) the **Gift of Ing**. This is the Gifu-Rune and Ing-Rune as a bind-rune. The Calc-Rune and Stan-Rune make up the **White Stone***

*which points towards the **White Stone of Ing** that contains the **Mysteries of Ing** and also fulfils a prophecy concerning the finding of this stone in our own era, and thus heralds the English Awakening. The Gar-Rune is also the **Gar-al** rune or Rune of the Gral. The Gar-Rune is also made up of four **Ang-Runes** (Ing-Rune variant) and thus represents the fourfold division of England - with the central point as the Sacred Centre.*

*Why are the **Gral Mysteries** so important here, since many English Nationalists dismiss these as some form of 'Celtic' propaganda against the English Folk? They are important simply because the **Third Wave** (after Sigmund & Siegfried) is the one led by **Parsifal** (The Pure Fool) who wields the **Spear of Woden** in the destruction of the Dark Forces, and as the authority to become the new **Gral King**. The last four runes do not have rune-poems because they could be seen as **Transcendent Runes** - they are the runes of renewal and resurrection. This is why the 'usual' rune-row ends at Ear - the 'Earth-Grave'. The path to **immortality** goes beyond the 'earth-grave' and takes the **Way of the Gods**.*

*There is also another rune that cannot be found in the Armanen System nor the Younger Futhark - the Peorth-Rune. As I have shown in the **Son of the Widow** post this one represents the Swan-Ship or Sun-Ship and is thus the **Wafeln** that (from the Great Deep) is the ship of the **Divine Child**. An alternative version of the Stan-Rune contains two Peorth-runes facing each other which indicates a link between the **Gral Stone** (stan) and the Rune of Destiny/Rune of the Swan-Ship. That link, of course, is the son of Parsifal - Lohengrin, whose vessel is the Swan-Ship.*

*I think this post goes some way to show why WF has started to create its own unique runic system based upon the English-Frisian runes. This has not been done for an ego-boost, nor to try to make ourselves seem to be any better, but simply because this is the **only system** that puts together the **English Mysteries** that have been developed by WF and the Cult of Woden. In one way these mysteries have come from this runic system, yet in another way this runic system has developed from these mysteries - the two cannot be separated. This new system **had** to be developed simply because its time had come, and it is needed in order to affect an English Awakening. This is part of the **Archetypal Aryan Myth** but the part that concerns the English Folk and the English Destiny. Since these runes are also centred around the Saxon Irminsul and Irmin (Ar-Man - High God of the Arya) they are also a **Saxon Mystery** and thus relevant to the **Saxon Nation**.*

Folkish Runes

I am going to use the term *Folkish Runes* in order to distinguish the Ar-Kan Rune-Lag system from the 'academic' study of runes, which really means that the rune-meanings stay the same eternally simply because new *insights* are dismissed because they are not 'valid' and 'historical'. Guido von List had a mystical experience whilst blinded through a cataract operation, and thus created the 18-rune Armanen System and the

High Armanen Orden which disseminated his teachings. Other rune-magicians and rune-workers also took up this system and developed it with their own ideas - and thus it became a working system for the German Revolution that brought the *Triumph of the Will* in 1933.

The Armanen System has been taken up by Don Miguel Serrano of Chile who has further developed this system, added more ideas to it, and created a working system designed to achieve the *Resurrection of the Arya.* It can thus be seen that the runes are not static and do not have set meanings, but evolve themselves through the work of Initiates who gain further insight into the use and meanings of the Ancient Runes. Without these insights the runes would not be effective at all.

We should never dismiss academic study since these people are the experts in their field and have access to the books for research, which we will not always have. But what we need to realise is that academics are only 'experts' with the material that they have, which in the case of the runes is very little. And their work could never go any further unless new material came to hand; it is also true to say that much dogma creeps in when we realise that much of what is done is no less 'speculation' and 'individual interpretation' than that of the more magico-mystical rune-workers who are inspired (by Woden) to gain new insights into the Runic Mysteries.

Those people that criticise the work of the more magico-mystical rune-workers are usually the people who cannot gain insights into the runes, maybe because they were never meant to. Because their work can go no further it seems they do not wish anyone else to achieve what they cannot. It would be far better if such people were to cease their criticism and to work the way they are able to work, and with their academic knowledge were to put forward the facts of what there is, and then others could interpret these and so help the runes to evolve.

If we look at the Anglo-Saxon Rune-Row we can see clearly that every rune-meaning is mundane and linked to the material level - on the surface. If we take these meanings literally these meanings would serve very little purpose at all. But when we consider that ancient teachings were based upon symbolism then we can begin to see the purpose behind each rune-meaning. It is also important to note that the rune-staves have shapes that give us more information about each one. One example is the Rad-Rune which is a zig-zag shape (Blood) running down a Pillar (Upright Stave) and thus is the Rune of Sacrifice. Nowhere is this meaning given in any of the rune-rows, but the symbolism gives us these insights. This rune is also connected to the *Dream of the Rood* in that the rune-name links to the *Rood* (Gallows-Tree) and also to the *Hanged God on the Bleeding Tree* which features in this Old English text. Again, nowhere do we find this in the rune-poem, but the idea is inherent in the rune-stave and others works that give further insight into this meaning.

When I was young I kept experiencing visions of an ancient book that opened and showed me ancient knowledge. This I could not understand at the time, until I grew a little older and started to read and to study in order to gain knowledge. Then the visions stopped. Looking back on this some Higher Power was forcing me into reading and gaining knowledge. But there is much more to this, since it would seem that certain books are meant to be read by certain individuals, as if they were written especially for them to read, and thus interpret. This would seem impossible when we regard time as linear, but when we consider that time is cyclic, then this seems far more feasible, since they were written at one point of a cycle in order to be interpreted at another point - and thus used in the Eternal Struggle that we have undertaken as *Einheriar* who are *resurrected at certain times of the cycle* to wage this Eternal Struggle.

After doing a meditation on the Tir-Rune one night before going to sleep (some years ago) I had a strange dream that I was standing on an open field looking up towards a Holy Mountain and a voice was telling me 'the polarity of the Earth is changing - this will herald the arrival of the Superman'. Now, nothing in any of the rune-poems suggest that the Tir-Rune has any meaning like this, but logic tells us that it is a rune of direction since it looks like an arrow (or spear) and an arrow is used to symbolise direction. So this rune actually does refer to polarity (which is direction) and thus the meaning of the dream has some truth in it that cannot be seen using an 'academic' approach to the runes.

We can use the Edel-Rune (Odal Rune/Adal Rune) as another example, since the basic meaning is 'inherited property'. On the surface, at the mundane level of meaning given in the rune-poems, this refers to the property passed on from generation to generation - i.e. the home and the land. However, the other 'inherited property' that we have is our genetic inheritance, passed down from generation to generation. So within the Odal-Rune we have the *Folkish* concept of *Blood and Soil.* The Blood (DNA - Genetic Inheritance) and The Soil (Inherited Land of the Folk - the Odal Right). The Odal-Rune is made up of a Germanic Ing-Rune and the Gyfu-Rune as a bind-rune, and thus has the meaning *Gift of Ing* (I think this was pointed out by Freya Aswynn in *Leaves of Yggdrasil).* The Ing-Rune in its Saxon version has the shape of the DNA Spiral and is thus associated with the Blood and the Genetic Inheritance which is the *Gift of Ing.* These two runes are linked in the *Blood & Soil* concept. This is the mystical link between the *Blood of the Folk* and the *Soil of the Folkland.*

In the Anglo-Saxon Rune Poem we find that 'Ing follows his waen eastwards over the waves' which if taken literally would be very much like Jesus Christ walking on water! But if we recognise the symbolism that underlies this statement we can find two simple meanings -

1. Ing (Venus - the Morning Star) follows the Sun-Waen (Sun) eastwards over the waves (day skies), and sets as the Evening Star in the West.

2. Ing (Bootes) follows Woden's Waen (Great Bear) eastwards over the waves (night skies) revolving around the Pole Star.

Now the whole thing makes sense, since we have not taken this as a literal meaning, but as a symbolic meaning. Indeed, the constellation of Bootes can be seen as an alternative Ing-Rune on some occasions. The figure of Ingwe/Ing can thus be seen as important to the most ancient *Polar Mythos* and also to the later *Solar Mythos.* But the symbolism of this figure is the same for both eras.

I have shown in my book and also in many of my writings how August 11th 1999 (Solar Eclipse) heralded the conception of the Age of Ing and also the *Resurrection of Ingwe* as the God of this World Age. I have also shown how the name Ingwe can also be found in certain 'Celtic' texts from these islands, and that the figure referred to is a *One-Eyed God*, which must link this to Woden in another of his guises - although this is not made obvious in any myth or legend in either English or Norse. Of course, we could consider the title 'Ygg' or 'Igg' as linked to Ing, since in the Greek Language the letters 'gg' are pronounced 'ng'.

On a rather more speculative level NG can be seen as the Broken S-word that has been re-forged, since the letters 'n' and 'g' are today separate letters, whereas originally they were one single sound 'NG'. The symbolism is clear in that this refers to the re-forging of the Broken S-word which itself symbolises the *Resurrection of Ing.* We have seen how the Odal-Rune is the *Gift of Ing* and we should note that the Gar-Rune is also the *Gift of Ing* (Ing-Gyfu bind-rune again) and this is the *Spear of Woden.* The famous sword *Miming* is the 'Memory of Ing', and taking all this together the figure known as Ingwe must have had some significance and importance that has been lost with time.

In interpreting the runes in these ways we are not changing the rune-meanings, we are merely giving new interpretations of them, which we could not do were we to consider their meanings in a 'historical' context, or through a literal interpretation of the rune-poems, rather than seeing them as symbols.

Ar-Kan Rune-Lag

Ar - This has the *Aryan Root *ar* which means 'movement' and also 'to plough'

which links this to the title *Arya*. It is also connected to the Sun, hence the idea of 'movement' or rather 'apparent movement'. The *Arya* were the People of the Plough, and here we can connect this to Sheaf-Ing who was the *Aryan Culture-Bearer* who brought the growing of corn to the Folk at the end of the Golden Age. **Ar-Ra** is a formula for the Sun as the *Spiritual Sun-Physical Sun* with the last part being the Egyptian name of the Sun-God.

Kan - The *Aryan Root *gan* or **kan* has the same meanings as the Ken-Rune or Kan-Rune, that of 'generator'. Thus *Ar-Kan* has the same meaning as *Aryan* - 'Sun-Generator'. We have also the meaning 'to know' or 'knowledge' ('ken' or 'Kenning') and thus 'Sun-Knowledge' or 'Solar Knowledge'. This rune is also associated with the *Serpent-Knowledge* which is inherent in the Ken-Rune itself. The *Serpent* is also connected to the *Kundalini (Kun-dal-ini)* or *Kandil-Force*, which could be represented by the *candle* - i.e. 'Fire' or 'Flame'. This is the *Fire-Serpent* or *Fire-Snake.*

The title *Ar-Kan* is thus the 'Sun-Generator' and the 'Solar Knowledge of the Fire-Snake'. Ar is also the *Eagle* and the 'Law of the Arya', as well as being symbolic of the *Imperium.* This is the *Sun-Eagle* or the *Solar Hawk* which represents the 'Solar Mysteries' and the 'Mysteries of the Arya'. The Eagle, perched on top of Iggdrasil/Irminsul is symbolic of the Sky-Gods (AEsir-Gods) and of Asgard. The Hawk between the eyes represents the *Third-Eye* or the *Hawk-Eye* which is opened through the Sun-Initiation and the awakening of the *Fire-Snake.*

Rune - This means 'secret' or 'mystery' and refers to the 'secret knowledge' - in fact the Secret Knowledge of the Arya. The fact that the runes are actually 'secret symbols' attests to them being far more than alphabetical letters, as some would have us believe. The word speaks for itself.

Lag - The meaning of this relates to the *Lagu-Rune* in the sense of its meaning of 'law' or 'to lay down'. The term *Or-lag* or *Ur-lag* means 'Primal Laws' or 'Primal Layers' both of which refer to the same concept - that which is and remains eternally. This is something original and that has been forever, and will be forever. It is a concept outside time and space. The runes existed eternally, it was Woden who recovered their secrets through his self-sacrifice on the Gallows-Tree.

Ar-Kan Rune-Lag -

1. *The Aryan Secret Law.*

2. *The Aryan Secret Way.*

3. *The Secret Law of the Solar Knowledge.*

4. *The Secret Law of the Eagle-Serpent.*

5. *The Mysteries of the Sun-Dragon.*

These are some of the ways to look at the meaning of this runic system, and we can relate these to the root-terms of Iggdrasil and Irminsul -

Igg-dra-sil -

Igg = The Terrible One

Dra = Dragon

Sil = The Sun

This refers to the 'Sun-Dragon of Igg' and is thus an alternative to the 'Steed of Igg' which is the literal meaning, we are told. The root *sil* can also mean 'column' as does *sul* in the word 'Irminsul'. So here we have the alternative 'Dragon-Column of Igg'. To understand this we may see Iggdrasil - the World Tree - as representing the Milky Way (our own galaxy) which has a spiral form, i.e. it turns and twists (like a Coiled Serpent or Dragon). At the top of the tree is an Eagle and around the base a Serpent - the 'Serpent-Eagle' symbolism. This also represents the *White Tree* symbolic of the *White Race.* In this symbolism the Eagle at the top represents the *Arya* (ruling caste) and the Solar-Hawk the opened Third Eye which sets the *Arya* apart as an elite over the Race.

The *White Coiled Serpent* is also the *White Dragon* which is symbolic of the Milky Way and also of the English Folk. In the Greek tongue the sound 'ng' is spelt 'gg' so we can perhaps see 'Igg' as 'Ing'. This is indeed not so fanciful when we find that certain 'Celtic' legends from around these islands refer to an ancient god with the *Root *ing* in his name, and he is a **one-eyed god**. Igg or Ing may well refer to a Primal Archetype of which Woden became through his evolving into the High God.

Ir-min-sul -

Ir - This refers to Ir, Er, Irmin, Ermim, Eremon, Ar-man, Aryaman etc. who is the Divine Ancestor of the *Arya.*

Min - This is the meaning of *Ir-min* which is the full name of Ir or Er.

Sul - The root **sul* refers to the Sun and also to 'column' so this is the 'Column of Irmin'.

In this case the Irminsul is associated with the *Arya* and in particular to the *Saxon Nation* who were obviously *Arya* and the ruling elite over the English Nation. The Irminsul is made up of three levels which represent the three levels of being - Asgard/Midgard/Hela. At the top is the Eagle (or Swan) and at the base are the three roots of the World Tree. The column thus connects the three levels of being, with the Eagle (or Swan) at the top representing the *Aryan Elite* of the Race.

We can see the Irminsul in the 'royal roads' of Britain, since these are the *Ermine Street (Irmin), Watling Street (Wade)* which are the A1 and A5 trunk roads connecting England-Scotland-Wales. These branch off at the area of London into the Ermin-Watling roads, as the Milky Way is the *Weh* that branches into *Wan-Wil.* This shape is that of a **Y** with the base-part *Weh* and the branches *Wan & Wil.* When this Y-shape is put under the Ur-Rune (inverted V) this becomes the *Ang-Rune* which represents the *Three Crowns of Anglia.* This is symbolic of the Wolsunga Trunk branching into the Wulfinga-Heodeninga tribes, both offshoots of the Wolsunga.

We can see how complex the meaning of this runic system is, and that it contains many levels of meaning. It is also clear that this system is linked to the Island of Albion - the *White Island* - through the 'Royal Roads' of Albion and through the *Seventh Sword* (Albion). The symbol of Irmin, as can be seen on German woodcuts of this god, is the *White Rose* which is linked to the *White Rose of Albion.* Irmin is the High God of the Saxon Nation and the Arya, and thus the 'White Island' is ruled over by Irmin and is also symbolised by the Irminsul - as the Royal Roads tell us.

The names Ir-Er can also be rendered Ar so the term Ar-Kan can also refer to Ir-Kan and the 'Knowledge of Ir/Er'. Thus we have yet another meaning of the *Secret Knowledge of the Law of Ir.* The Milky Way was called *Iring's Way* by the Saxons, and here we have another version of the name Ir, as *Ir-ing* or the 'Son of Ir'. The root-sequence ***Ar-Er-Ir-Or-Ur*** can also be seen as importance, since we

find three of these roots *(Ar-Er-Ir)* in the names Ar-man/Ermin/Irmin. Since the root-words ***Or-man/Ur-man*** would mean 'Primal Man' this too connects to the idea of the Divine Ancestor (of the Arya).

The Irminsul is the symbol of the Saxon Nation and since we see it 'imposed' upon the Islands of the Mighty in the shape of the Royal Roads, then the destiny of the Saxon Nation is to regain their sovereignty over the English Nation through the power of the White Dragon and the White Rose of Albion. As I have shown before, not only does the name *Albion* mean 'White Island' but it can also mean *Island of the Elves* and who is the *Lord of the Elves* but Ingwe (Ing)? The *root *alb* is a different rendering of **aelf (elf)* which we can see in the name 'Alboin' which translates into Old English as 'Aelfwine' ('Elf-Friend').

It would seem clear that the name 'East Anglia' can be seen to be just that 'East *Anglia*' and not 'East Angles', and thus the land of England would have been split into West Anglia and East Anglia - thus 'Anglia' being 'England'. Connect this to what I have said about the *Ang-Rune* and we can see the symbolism coming into force through the Three Royal Roads of Anglia, symbolised by the Irminsul that connects England-Scotland-Wales. Indeed, the A5 goes from London (England) all the way to Holyhead ('Holy Head') which is in Anglesey - 'Angles Island'. The A1 goes from London (England) and through to Edinburgh ('Edwin's Burgh) named after the English king - Edwin. This area was once known as 'Saxony'.

According to Guido von List the **Y**-shape is the *Ur-glyphic Irminsul* which fits perfectly with the Royal Roads of Albion. Strangely enough this Y-shape also occurs on the **Holy White Stone of Ing**, linking the Gyfu-Rune and the Ing-Rune, and thus being the *Gift of Ing.* Turned upside down this is an alternative *Ken-Rune* which makes *Fire* the 'Gift of ing'. I have just shown how these islands are the *Isles of the Elves ('Shining-Ones')* and that Ingwe (Ing) is the *Lord of the Elves* so the 'Gift of Ing' could be the Royal Roads of Albion placed there as the symbolism of the resurrection of the Saxon Nation.

Ingwe is the Divine Ancestor of the English Folk, and that his *Holy Stone* can be found in the South Saxon Mark (Sussex) has to be significant, especially in view of the fact that the Long Man of Wilmington is in the same county. The figure of the Long Man can represent the Saxon Irminsul (Ear-Rune) as well as the Cweorth-Rune ('Fire-Twirl') and is Waendal - the World-Turner. This is the God of the Sacred Centre, and this figure represents the *Sacred Centre of the Woden Folk-Religion* here in England.

The secrets of the Ar-Kan Rune-Lag are many and work at many levels of meaning. The work of the ***Woden Brotherhood*** and of the *Hearth of Heruli* has only just started on this new and unique system based upon the 33 Saxon Runes.

Woden Brotherhood

The **Woden Brotherhood** is the Inner Order of the Woden Folk-Religion and works with the *Ar-Kan Rune-Lag* together with the **Hearth of Heruli** which operates in the South Saxon Mark. This is being developed into an *Cultic Oath-Brotherhood* that will preserve the *Inner Mysteries of the Woden Folk-Religion* and will act as the *Guardians of the Blood - the **Blood Guard***.

The *Ar-Kan Rune-Lag* is an evolving runic system, and develops the runes in accordance with the *Saxon Mysteries (English Mysteries)*. This system carries on the tradition of Guido von List and the Armanen Orden but as a unique English system for the English Folk. It is thus essential that this is developed through an *Inner Order* - the **Woden Brotherhood**. I have shown what the name *Ar-Kan Rune-Lag* means, and this has to be understood as the means to the *Resurrection of the Arya*. This is an *Aryan Runic System* which is why I have referred to the *Saxon Mysteries* (the Saxons being the AEthlinga Caste or 'Noble Caste' i.e. the Arya).

Many years ago the original Woden's Folk Activists swore a *blood-oath* (using a drop of their own blood) on the WF *Blood Flag*, an oath that cannot be broken and has stood the test of time. This *Blood Flag* represents Woden's Folk itself and the Folk of Woden, given to us by Wulfgar of the *Wolf's Head Hearth* and which has the Edel-Rune (Odal-Rune) of the *Blood & Soil* stitched onto it. This is used only at the Ancestral Rite which has become a Folk-Tradition now.

The symbol of the **Woden Brotherhood** is the flower known as ***Edelweiss*** which is a white alpine flower whose name translates as 'Noble White' - a fitting symbol for our *sacred blood struggle.* The name itself is taken from the *Edel-Rune* which (as we have said) refers to *Blood and Soil* - the mystical link between the *Blood of the Folk* and the *Soil of the Folkland.* So we do have here, in this simple symbol, the mystical link between the *Blood of our Folk* through the Edel and also the essence of our race - the White Race. This is also a clever play-on-words for the German 'weiss' which means 'knowledge' (hence the English 'wise'), and thus ***Edel-Knowledge*** which refers to the *Knowledge of the Ancestral Heritage.* We have thus linked the **Woden Brotherhood** directly to the *Blood Flag* through this symbolism.

The 'Ancestral Heritage' can be seen as the *Secrets of the Runes* which are the key to the *Blood-Memory* and to the history of our Folk, going back to Thule-Scandi during the last Golden Age. The difference between the *Ar-Kan Rune-Lag* and the *Armanen Runes* is that we use the original 33 runes of the Frisian Rune-Row (Freya's Rune-Row) whereas Guido von List and the Armanen used a unique 18-Rune system he 'discovered' whilst recovering from a cataract operation which sent him blind. This, of course, hints to us that it was the god Wotan who guided him and gave to him this knowledge for the Folk. This certainly does not invalidate this as a rune-row because it was done through a mystical experience - indeed it makes it vastly more important since what we have of the old rune-meanings will not give us the full story. But the work of the Woden Brotherhood is to continue this tradition, and to bring into the light new *Keys to the Mysteries of the Ancient Runes.*

We shall now call the *Ar-Kan Rune-Lag* 33 rune-row by the name *Saxon Runes* since these are the *Runes of the Arya* and also contain the keys to the *Resurrection of the Arya* - what we call the *Gral-Runes* (Cweorth-Calc-Stan-Gar). These last four have no rune-meanings which is because they are *transcendent runes* - *Gral Runes* - that can have no meanings at a mundane level but do have meanings at a higher spiritual level as the *Gral-Runes*. The last rune - Gar - which is the *Spear of Woden* - tells us that these are the 'Gift of Ing'. This rune represents the Sacred Centre and thus the rune-row is indeed the 'Gift of Ing'.

Since the Saxons worshipped the *High God of the Arya* (Irmin/Arman) then they must (according to the Listian Tradition) represent the *Armanen* - the Priesthood. This must be so if von List is correct in his interpretation of the three castes, the *Armanen* being the Priesthood Caste, and thus the *Ingvaeones* being the farmer-provider caste (this fits with Sheaf-Ing as the bringer of agriculture). I have developed this further in the *Saxons in England.* This is why I have seen fit to move towards an *Irminist Cult* which would be a must to develop this idea further and create a true ***Woden Priesthood*** - even though this not be a form of centralised priesthood. Thus the change in role of the **Woden Brotherhood** in order to bring this about.

Runes of At-al-land

'The 33 rune futhark has been left to us from an area which for the culture of the whole world was the motherland, from the old Atlantis....Part of Atlantis now lies under the water where the waters now roll between Great Britain and North America, the area of the Dogger Bank....'

Friedrich Berhard Marby

The German Rune Magician, Marby, thinks that the 33 Anglo-Saxon-Frisian rune-row originally stemmed from Atlantis (At-al-land) which lay in the Dogger Bank area. Now, recent discoveries have shown that this area sank after a massive tsunami hit the area around 7,000 years ago. We should consider that this was an area populated by Germanic Tribes around 7,000 years ago, but they would go way back beyond this date which was the ending of the area known as At-al-land. Now, although I would never consider the *Oera Linda Book* as a historically accurate document, there may well be some truth in its contents on the sinking of Atland (this is the name given in this book) since it is a Frisian document.

The runes or 'running script' that are shown in the *Oera Linda Book* do not stand up to close scrutiny since they are placed in the order of the Roman Alphabet. But they do reflect the Armanen system which uses a hexagon, although in this case this is a six-spoked wheel as a circle, and thus the runes are curved. Neither does much of this book seem to tell any kind of historical truth, though the pieces about Atland are very interesting. Whatever the case here, the most interesting thing is that the 33 rune system is held to have been from At-al-land in the north, and area of which England was a part.
If this is so then we have one of the earliest runic systems which developed in At-al-land, and which was still in use by the Frisians (Folk of Freya) who brought it here with the Germanic Tribes who crossed over to Britain in order to aid their kinfolk against the growing incursion of the Judaeo-Christian religion in these islands. There are quite a few articles using runic inscriptions which have come down to us from Anglo-Saxon times, so the runes were in use in these times, and may have been used before this. One of the problems in finding examples of runes in more ancient times is that scholars refuse to admit the presence of Germanic Tribes prior to the 'Anglo-Saxon invasions', and thus there cannot be examples prior to this. On a stone which is part of the Bryn Celli Ddu tumulus in Gwynedd in North Wales is an Ing-Rune (Germanic) with a dot in the centre - this is clearly that shape and although it may or may not be a rune, it is clearly a diamond-symbol. We may never know, but the fact is that there could be runic symbols that have been overlooked or dismissed simply because they are not supposed to have been used in these islands at that time.

Some of the runes which can only be found in the Frisian Rune-Row can also be found on the Horns of Gallehus, but in the form of runic posture. These horns go some way to proving that the runes developed from posture - and not the other way round. These horns also seem to show a Horned God, which is important in that this was found in many different cultures prior to the Viking era, when this god-form seems to have changed into Odin All-Father. The Cweorth-Rune/Ear-Rune has various

different gods/goddesses portrayed in this stance, from many different cultures all over the world, as well as those in England and Scandinavia.

An interesting point about the 33 rune-row is the number of trees that figure in the rune-names - the oak, ash, thorn, and yew. We know that the so-called 'Celtic' script - Ogham - featured different trees in a form of tree-lore, so we may well have here a dim recollection of a much older tradition of Tree-Lore here in these islands, stemming from At-al-land. We should not be too dogmatic in this, for example in later Viking times Odin was associated with the Ash-Tree, yet we know that Wotan was associated with the Oak Tree. Considering that the Wolsungas were the offspring of Woden their Tribal Tree was the Oak Tree, as was that of Herne the Hunter (Woden) - so we have both Thunor and Woden associated with the Oak.

I should point out here that although I have shown before how the 'Celtic' tradition seems to have been distorted through the Hyperborean Druids being infiltrated by an alien element which introduced Hebrew names and attributes, there is still a good deal of mythical elements that show that there was a common link to the Germanic Folk and a good deal of Northern Tradition still left in Celtic Myth. When we look at the Ogham Script it is really neither a script nor magical letters, but more like a form of code. Some versions are very close to the runes too, and these may have been coded texts holding certain secrets allied to the runes. The so-called 'Celtic Runes' such as the 'Coelbran' were later forgeries and have no historical validity - they are laid out in the sequence of the Roman Alphabet and were faked because it was not good for the English to have something the 'Celts' did not have.

The last four runes of the Futhork can be seen as the *Gral-Runes* since they fit to some extent with the objects found in the Gral Legends - the Sword (Cweorth?), the Cup (Calc), the Stone (Stan) and the Spear (Gar). These objects are also connected to the *Four Hallows* - the holy objects of the Tuatha de Danaan. We can see that their mysteries seem to form part of the mysteries of the Islands of the Mighty. It can be no coincidence that the Gral-Runes can be found in the runes that were used here in England, and that they were originally *Hyperborean Mysteries* and *Mysteries of At-al-land.* The only object that does not seem to fit is the Sword for Cweorth, but there may be a connection somewhere that has as yet not been found.

The *Oera Linda Book* is not a historical document and as such should not be taken too literally in all that it has to say, but it does give a hint of recording the legend of the sinking of Atland (At-al-land). In this work there is also the 'running script' or runes, but again these do not tally with any known version, and certainly do not tally with the known 33-rune version that the Frisians used. I have shown before how the 33-rune version fits with the spinal column in its entirety, whereas the 24-rune version fits with the flexible part of this column. Both versions could thus be linked to the awakening of the Kundalini-Force or *Fire-Serpent.*

At the point of writing I have just opened an attachment to an email sent to me of a newspaper cutting showing how the main London-Edinburgh A1 Trunk Road, always said to have been built by the Romans, had at least one section in use some 10,000 years ago - yes ten thousand years ago! This would have been before the sinking of the Dogger Bank area, and thus tells us that there were not the 'primitive stone-age savages' living here, as historians and archaeologists would have us believe. There

was a more advanced people who built and used the same trunk-road system as we use today.

It is usual to see the 33-rune row as a development of the 24-rune Futhark, but when we look at the later Norse Runes there were fewer runes used, and not more runes. The Horns of Gallehus have some rune-shapes that are only within the 33-rune row (these are the posture-runes) and this is an earlier Scandinavian version. So it could be, as Marby suggests, that there was an earlier 33-rune row that dates back to At-al-land and this is the *Atlantean Rune-Row.* Or it may be that the 33-rune row was developed specifically for the English Destiny by certain Woden Initiates (Arman Initiates).

The Number 33 is a magical number and in the Ar-Kan Rune-Lag system developed by Woden's Folk this is split into four eights with the Gar-Rune (Spear of Woden) as the Sacred Centre. We have thus 8 x 4 = 32, plus the extra rune. However, this version can also be split into 3 x 11 runes which is yet another magical numerical formula. This splits the rows as follows -

Feoh/Ur/Thorn/Os/Rad/Ken/Gyfu/Wyn/Haegl/Nyd/Is

Ger/Eoh/Peorth/Eolhs/Sigel/Tir/Beorc/Eh/Mann/Lagu/Ing

Daeg/Edel/Ac/Aesc/Yr/Ior/Ear/Cweorth/Calc/Stan/Gar

There is in fact no precedence in splitting this into either the former 4 x 8 +1 or the latter 3 x 11, but if we do not experiment then we shall get no further with our runic studies. The runes are not static, and are subject to flux and change as all things are in the Cosmic Cycles. There is one small point that may help us to understand the most Ancient Runes and that is the order of the two runes Daeg-Edel, which can also be Edel-Daeg. We need to understand the reason for this flexibility, which does not occur in any of the other runes.

Daeg - this, as the rune suggests, is a rune that can be 'flipped', and its shape suggests the old 'hour-glass' or 'sand-glass' which was shaped like the rune and which was 'flipped' over in order to start time once again. This is a Rune of Revolution! This is the rune that suggests one of the most basic Cosmic Law - the Law of Reversal. Whenever something moves towards one extreme then a reversal takes place and the movement is directed towards the other extreme. So the Daeg-Rune suggests a reversal of forces and we can here link this to the point of catastrophic change such as that of the sinking of At-al-land.

Edel - this is the Rune of At-al-land (Racial Homeland) and its link to the Daeg-Rune suggests a link to the sinking of At-al-land due to some catastrophic change, in this case the tsunami that sank part of this Northern Continent. Of course, there is also the possibility that parts of this ancient land will arise once more after yet another catastrophe, such as the tsunami suggested by some Woden Initiates throughout the last few years.

The last five runes of this third rune-row suggest that there may here be a connection to the sinking of

At-al-land, a legend held in the rune-row -

Manu - the Manu appears prior to the Great Flood in order to revive the Order of Caste and to save the Sacred Eddas.

Lagu - The Great Flood, a tsunami triggered by earthquakes that sank the Northern Lands, overwhelming the land and plunging vast areas into the North Sea.

Ing - The land of England, overwhelmed by the Great Flood, parts of the land sinking beneath the waters, to rise again at different periods of history.

Daeg - Catastrophic change, the 'flipping' of time and thus the trigger for the sinking of the Northern Lands.

Edel - The Racial Home land, some of which was plunged beneath the vast waves of the tsunami; the loss of the Racial Homelands which triggered a vast Folk-Wandering.

These runes can also refer to our times and the catastrophic changes that must come at the end of this part of the Cosmic Cycle. The same pattern will be effected as that of the last part of the cycle. So, for what reason do we have an extra nine runes in this row? Nine is yet another magical-mystical number, and refers to the basic matrix of the runes - the Nine Glory-Twigs. It also refers to the nine nights that Woden hung upon the Wolf-Tree in order to gain the Secret of the Runes. The last nine runes also contain the *Gral Runes* which form the basis of the Aryan Caste System and also the four cycles of the ages (Great Year). These last runes also contain some very interesting patterns, for example there are three runes directly linked by phonetics - Yr/Ior/Ear - each following from each other, and Ear being the last rune of the rune-poems, the last four having no rune-meanings. Again, this last rune suggests death and destruction, linking it with the others to a catastrophe and the sinking of At-al-land. It is also interesting to note that Ior is said (by Edred Thorsson) to be connected to the 'serpent' and in this case the Midgard Serpent (Ior-mun-gand). The Midgard Serpent (at one level) can represent the thrashing of the waters in a tsunami, whipped up by the movement of the tectonic plates by the Worm.

The Ear-Rune can not only be linked to the element of Earth, but etymologically can be linked to the element of Water; since the Cweorth-Rune is the *Fire-Twirl* and thus linked to the element of *Fire*, then we have the basic elements of catastrophic change as recorded in myth and legend - Water (Flood) and Fire. It should be noted that the Ear-Rune/Cweorth-Rune both have very similar shapes and are thus linked in that way too. The Number Nine is also the last number in the sequence 1-2-3-4-5-6-7-8-9 after which we return to 1; it is thus a complete cycle in itself, prior to a return to the origins, and thus the beginning of a new cycle.

There is also a very interesting set of Biorhythmic cycles that almost correspond exactly to three of the known rune-rows -

23-day	cycle	-	the	physical	cycle	(24	runes)
28-day	cycle	-	the	emotional	cycle	(28	runes)
33-day	cycle	-	the	intellectual	cycle	(33	runes)

Like the connection between two of the rune-rows (24 & 33) and the spinal column, can this really be a coincidence? This post will be left here because this brings us to a point where we are getting close to discovering new meanings to these runes, and this needs a good deal of study and the putting together of what we have here into a logical order. This has only scratched the surface of what is to come.

Rune-Craeft

This post is going to outline how to make runic wands, runes, and other ritual regalia used within the Woden Folk-Religion. Some of the stuff shown here is used by Woden's Folk in their rituals. It is important to try to make the stuff yourself, using the correct tools and above all hallowing each object ritually to 'charge' it with Vital Energy. Firstly, I am going to give some advice on how to make ritual objects yourself -

1. Use hand-tools that are solely for this work.

2. Never use any form of electric tools.

3. For runes, runic wands etc. I have used Rowan Wood, since 'rowan' is 'rune' and since Tacitus tells us that some Germanic Tribes used 'fruit-bearing trees' as wood for their oracle-staves this fits with this perfectly. But there is no need to become dogmatic as any wood that suits your purpose can be used.

4. Red Ochre is used to 'redden' the runes, and I have always used a 'prick' of my own blood to 'charge' the runes with my own Life-Force. It is essential to 'charge' them for your own use.

5. Linseed Oil is used to protect the wood after finishing, and beeswax polish to finish off the product. Linseed oil is made from flax which is sacred to the goddess Freya.

Details of how some of these ritual objects are made can be found on the Woden's Folk website, but here I am going to outline some more details that may be relevant and helpful to your work.

One of the tools that you will need is a good sharp knife that is uses solely for this work; I use the above knife which is sharp and used to finish the product, and to 'sharpen' the runic staves which are burnt in rather than carved (saves less blood-spilling, but if you are handy at carving such small and delicate stuff carving would be ideal). I have two knives, the other one being similar to this one but slightly smaller.

24-Rune Futhark -

These rune-staves are about 1 1/2 inches high, 3/4 inch wide and about 1/4 inch thick and have been burnt, carved to finish, stained with Red Ochre/Blood and protected with linseed oil and beeswax. This is the first rune-set that I had attempted and came out very well. The edges have been chamfered using the knife which gives them a 'rough' finish. Note that I have not tried to make each

rune uniform and the same dimensions because this makes them look a bit more 'authentic' looking.

24-Rune Futhark -

This set is very much smaller than the first set, being about 3/4 inch long, 1/2 inch high and 3/8 inch thick, this time cut from round pieces of rowan wood, split down the middle, leaving one smooth side and one rounded side, the runes being carved on the smooth side, of course. Note the small leather pouch that they are kept in (get these from any leather store or re-enactment fair) and the god-head on the leather closure-thong.

33-Rune Futhork -

This is an entirely different version of a rune-set, being made up of small pieces of rowan wood cut across the section, leaving on the bark if you wish, and then having the runes burnt on the cross-section. Being only about 1/2 across or less these are a bit harder to get the runes onto, but easier to cut and make than the larger ones. (The stone above it has an 'eye' naturally within itself, and thus here represents the *Eye of Woden.*

33-Rune Futhork -

Again we have a different type of rune-stave, in this case 33 staves cut in lengths of about 4 inches each with the bark left on. Each end is shaved smooth and the runes burnt-cut into this section. These can be used for an entirely different form of divination, in which the staves are thrown onto a cloth and the stave-shapes as well as the runes themselves taken into account in a reading. These rune-staves

were made from hazel rather than rowan, hazel being a sacred wood for water-divining.

Nine Glory-Twigs -

From this simple pattern all 33 of the runes of the Ar-Kan Rune-Lag can be found. The Glory-Twigs are made from rowan wood cut 9 inches long (the 'Sacred 9') and are carefully placed in this position to make up the 'Mother Rune'. It should be noted that the 33 runes are all found within this shape, but there are also an infinite number of shapes contained within it, so the runic staves are almost endless. The 33 rune-row is the longest that we know of, but there are more recorded runes that are not in any rune-row.

33-Rune Wand -

This *Runic Wand* has the 33-runes burnt-cut into the rowan stave along two edges, made up of four sections of eight (32) with the Gar-Rune burnt-cut into one end as the *Sacred Centre* or *Cosmic Axis.* A silver Fylfot-Ring has been pushed onto the stave to finish, and a piece of 'bluestone' hung from one end. The wand and nine glory-twigs are shown below -

These two provide a unique Ar-Kan Rune-Lag teaching method based upon the ancient use of passing knowledge down from one generation to the next by word of mouth. These can be used together to do this easily, and will become far more used in the future role of Woden's Folk as a Teaching Order. We have to pass this Runic Wisdom onto others so that it is kept for future generations to know and use.

33-Rune Spiral-Stave -

This is a most interesting rune-stave which has the 33-runes cut into a 'spiral' form on a piece of wood taken from an oak-barrel that held whisky. Indeed, this is really taken from sacred wood since the oak-barrel is used as part of an ancient Viking Ritual held in a small village in the Scottish Highlands - a ceremony called the *Burning of the Clavvie.* This is just one small piece, and I made much more of these, including a runic fylfot-staff made from a whole length of the curved barrel; this can be used as a Ritual Fire-Bow to create the Need-Fire.

88 Rebirth Mandala -

The meaning of this will be known to those who have read my book and will not be revealed here. This was another piece from the 'clavvie' wood and has been

burnt-carved and stained-blooded to give it 'Life-Force'. There is another version shown below -

Below is shown part of the *88-Mandala* which is another form of this but one in which a total mandala is made up from small rowan-staves, a process which itself needs full concentration and thus 'powers' the mandala as it is made up. Space allows only the top section to be shown -

The photo below shows the rowan-staves, the very small staves being contained in the two film-cases -

This Runic Mandala shows that runes are not used solely for divination, but are used for magical invocation and for causing change through the power of the Will. Making up an runic mandala is in itself an act of magic, having to use full concentration and the use of the Will. It is the *Triumph of the Will* that overcomes all adversity, no matter how powerful that adversity is. *Will* is an aspect of *Woden* - indeed, his brother.

24-Rune Wand -

This one is made from Ash-Wood and was made by a very dear Folk-Comrade of mine - Hraefn - who died a few years ago and left his regalia to me to keep and

to pass on for future generations. The stave uses the 24 Rune Futhark and has been brilliantly carved with the runes. Note how the bark has been left on which helps to give 'feeling' to the wand.

18-Rune Armanen Set & Runic Wand -

This runic-wand and rune-set I made myself and uses the 18-rune *Armanen System* of Guido von List and other German Rune-Magicians. The wood is indeed sacred since it is from an ash-tree growing on the grave of Karl Maria Wiligut in Germany.

Runic Ancestral Stave -

The words on this stave read - ALFRED HENRY BALCHIN - the name of my maternal grandfather who died when I was in my youth and who was very close to me. I can remember having a bad dream in which I 'left my body' flying through the air until I was hovering over a grave - the grave of my grandfather. A few days later he died! This stave was done a few years ago after he made contact through a dream of a close relative who did not even know who he was, but advised me of the dream. I still have an old mantlepiece clock that belonged to him and which stopped - and has never gone again - on the exact day of his funeral. My grandfather was a coachbuilder, this being the job of a skilled carpenter in those days, and I remember him making all his own furniture which is a skill not many possess in today's regimented standardised mass-produced world.

This is a leather bag used to hold rune-sets or rune-staves, and can be used for any small pieces of regalia. One of these makes them look neat and tidy and can also be worn around the neck or tied to a belt around the waist.

Wodenic Ritual Regalia

This post is going to show you various pieces of regalia used by Woden's Folk in its ritual work. Here we shall show the photos but make comments only where these are felt to be important.

These are fylfot-swastikas burnt onto the Ritual Hammer of Thunor used at all WF Rites in the past, and made from oak from a 'blasted oak' (an oak-tree blasted by lightning).

The ***Stone of At-al-land*** which is a magical stone thrust up from within the earth in a massive catastrophe that hit the Northern Continent of At-al-land some 7,000 years ago. This piece comes from the Moray Firth in the Scottish Highlands which has a major fault-line running through it and cutting Scotland in half at this point. This Magical Stone is part of a much larger piece which is kept in a secret location in England. The small stone is used for all Wodenic Profession and Initiation. The stone was found at a place called *The Fairy Glen* which is a spot at which an Odinist Magician and I performed an Alf-Blot and a shimmering blue figure appeared before me as I meditated at the spot after the blot. This was the area in which I undertook an Odinic Initiation into the *Circle of Ostara* where a blood-rite

was used (spilling my own blood) and two sea-eagles swooped down over me as this was done.

This is the Ritual Drum that I use for Woden's Folk rituals and for magical workings. The drum has the Saxon Irminsul and various runic staves painted onto the surface. The outside is covered by deer-hide and the drumstick used has a wolf-skin cover to 'mute' the sound.

Marked in runes on the stave is the name *WULF INGESSUNU* which is one of my Wodenic Names. The drum-stave was made myself and the runes burnt-cut into it.

The Ritual Mead-Horn with silver finish to the drinking-piece and two leather bands, one with the runic formula ALU-ULA.

Small Ritual Blowing-Horn.

A *Balder-Knife* and Horn Steel-Striker (Lapland) used for lighting the Ritual Fire through Need-Fire (the Horn-Steel being held upright and the Ritual Knife at an angle, thus making the Nyd-Rune; the strike is through 'friction' and thus is seen as *Friction-Fire (Need-Fire).*

Wolf-Skin worn at rituals by the *Wulfinga - Sons of the Wulf.* Many of those within WF have taken on names with 'wulf' within it and this has been significant in view of the nature of our Order.

Above is the Sunwheel Arm-Band worn by the Folk-Warder at the Wodenic Rites, the Torc of Honour bearing the Thule Swastika, and the Black Sun Headband worn at our rites.

This is the Ritual Seax and Black Sun symbol used as a cover for the knife; these are also used in certain rituals.

The blowing of the horn is meant to awaken the Gods, but I also use a whistle for some of the magical work, this being easier to carry around in the pocket. The whistle does the same symbolic act as the horn, and is made of horn as well. This one was made by an old friend and Odinist Magician who was in the Odinic Rite for many years.

There will be further posts on ritual regalia and magical regalia, and also on rune-staffs that I have made and use.

Evolution of the Runes

The runes are not static and unchanging, and we should not forget that Woden did not create the runes (which already existed), for he rediscovered them through undergoing a shamanic initiation. We have meanings for the runes passed down to us, but they are heavily influenced by Christianity, coming to us during the early parts of the growing influence of the Judaeo-Christian Church. It would certainly be highly unlikely that the magical application of the runes would come down to us during this time, since this is where the Christian Church stamped down hard upon. What we have left is a set of rune-poems from different areas of the Northlands which are Christian in form and which have very mundane and everyday meanings.

If we look at the Greek and Hebrew alphabets we find that the letters also have names, again very mundane in meaning, but which also have a number and a hidden meaning which can be found in the *Mystery Tradition* of each particular culture. We can safely assume that the runes have a similar status which has been almost lost to us due to centuries of suppression. If we reject the idea that certain individuals are able to contact the *inner meanings* of the runes through intuition, meditation and other rune-work, then these meanings would be completely lost forever. Guido von List showed how these *inner meanings* could come to light

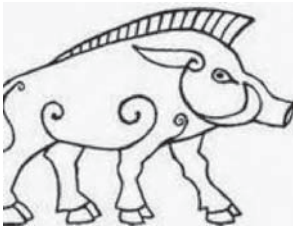
again, and since then others have followed on and the runes are again evolving within the Folk-Consciousness. There is growing proof that the runes lie deep in the consciousness of the Folk, and that certain individuals can tap into this consciousness to gain new insights into their meanings.

The process of evolution is not done by one single individual, but by many different individuals working perhaps as facets of the Woden-Consciousness, rediscovering the runes as Woden did on the Wolf-Tree. As one individual finds new meanings others can see further insights, and the process goes on and on - all within the growing movement of Wodenism/Wotanism/Odinism. The runes are thus not stuck in a bygone era of time, the time of the 'Anglo-Saxons' or the 'Vikings'; if this were so they would be of no use to us today.

We have ample proof of the changing nature of the rune-meanings, so one example should suffice for this post. The meaning of the *Feoh-Rune* is 'cattle', pretty mundane and down-to-earth. What we need to consider is the essence of the meaning, and not just the form, for the runes are symbols. Cattle was the original measure of wealth within a tribe, which (as the different rune-meanings show us) altered by the Viking era into gold. Both were, to an extent, a measure of exchange between individuals or groups. The essence of this rune is thus **exchange** - something passed from one to another. From this we get another measure of exchange - the 'fee', a word that derives from the rune-name *Feoh.* From the original means of barter we have gold or silver as a means of paying for an exchange, from which came 'money' and today 'credit' on a grand scale. The system has gradually degenerated until money can be made from money, and indeed wealth can be made from nothing in a system of credit or 'usury' (money-lending with interest). The idea of 'usury' broke the basic idea of exchange since nothing is actually passed from one to another, the only meaning being that of gain without any work involved at all.

But we should not stop at physical meanings for each rune, since they have inner meanings that are not apparent until the symbol is studied and meditated upon. The first letter of the Hebrew Alphabet is *Aleph* which means 'cattle' - coincidence? The Greek *Alpha* has a similar sound too, and is also the first letter of their alphabet. As stated before, both in Hebrew and Greek the letters also have hidden meanings that were known only to a few esoteric workers in each tradition. This would also be the case with the runes. So we cannot stop at the mundane meaning of 'cattle' or of 'gold'. It would seem clear from the child's tale of *Jack & the Beanstalk* - based upon this *Feoh-Rune* - that this represents a *Solar Initiation* in which Jack gains the *Solar Knowledge* through undergoing a series of trials, stealing the knowledge from an 'ogre' - or rather taking it back since at the end we find that the 'ogre' had stolen it from Jack's father. As well as this being an Initiation Rite it is also a dim remembrance of the Aryan Myth in which the treasure (cattle or gold) is stolen from the Arya by the Jotun ('ogre' in this case) and regained by the Sun-Hero.

Nowhere in any of the rune-poems do we find reference to a Gealdor - *Fe-Fi-Fo-Fum* - which can be found in this tale. But we do find reference to 'gold' which can also be found in the tale of *Jack & the Beanstalk* - golden hen, gold coins, and golden harp - and gold has always been as *Solar Symbol*. From the mundane meaning of 'cattle' and 'gold' we have come to an inner meaning associated with *Solar Knowledge*. Horns have always been associated with the divine and would seem to represent a penetration into other worlds of being - a 'breaking through'.



Here we find a *Boar* with 'tusks' which have the same symbolic meaning as 'horns', and in the figure below (from the Horns of Gallehus) we have a horned figure -

This figure, on a runic horn, contradicts the idea that a *Horned God* was never part of the Northern Tradition, as does the die-cast shown below (from Sweden) -

in this one we can see clearly that the 'horns' of the 'dancing-warrior' are clearly symbolic, ending in bird's heads. There are also 'Solar-Horns' and 'Lunar-Horns' in a state of balance. A close-up of the die-cast shows the right-eye missing which could be a flaw, but there are also other figures with the right (or left in some cases) eye missing. This could thus be Woden - the One-Eyed Hunter-God. Woden is the most ancient *Wolf-God* and here we see an *Ulfhednar Warrior*.

The bull ('cattle') was in some ancient cultures symbolic of the Sun and thus of Solar-Power. This links it directly to the 'gold' of the other rune-poems, and thus the 'wealth' is really that of the *Solar Knowledge of the Arya*. The term *Arya* actually stems from the ***Aryan Root *ar-*** which means 'to move' (the Sun's perceived movement across the skies) but also 'to plough' which suggests the work done by oxen ('cattle'). The very basis of the keys to the *Aryan Mysteries* lies in the theft of the Solar Knowledge and its retrieval by the *Solar Hero*. This is thus the *Primal Rune* which contains this *Primal Knowledge* which is at the core of our struggle. We can see the symbolism clearly in *Jack and the Beanstalk* where the 'ogre' steals the gold objects from Jack's father, and Jack goes through a series of trials in order to regain what is rightly his.

In the Persian (Iranian-Aryan) version Kau Khusrau is the rightful owner of the *Hvareno* but the Turanian ruler steals the 'Glory' which belongs to the *Aryan Nations* and it is Kau Khusrau who has to regain it. We find this reflected in the Norse tale where Loki steals the *Brosingamen Necklace* from the goddess Freya which is regained by Heimdall (Hama) after a series of trials. We should reflect that the rune-name *Feoh* has roots in words meaning 'fire' and 'light' and that we have here Fire (Hama) pitched against Fire (Loki). Indeed, the *Necklace of Fire* is regained from the element of *Water* - from a lake in both cases. This is the secret of *Fire from Water* and the *Great Deep*. The *Glory of Light* is associated with the Sun and of Solar Kingship.

The *Glory of Light* is held by the goddess named *Ardvi Sura Anahita* just as the *Necklace of Fire (Brosingamen)* is held by the goddess *Freya*. The *Feoh-Rune* is not only the 'Father-Rune' but is also connected to the goddess Freya and to the Waene-Gods. The Waene are

associated with the planet Venus (The Morning Star & Evening Star) which is the herald of the Sun, the Dawn, and the Twilight Hour.

We have seen here, just by widening the view of one rune we can find numerous new meanings and new interpretations - all individual interpretations but nonetheless valid ones that aid our knowledge. No matter how many thousands of ancient books, documents, and knowledge are destroyed at a physical level these symbols remain in the ***Blood Memory of our Folk*** and can be brought to the surface by those who work at an esoteric level. The runes are ever-changing and ever-evolving just as we are evolving.

The Berserker

The usual meaning of the phrase 'to go berserk' is that of someone who loses his temper and is not in control of himself. This stems from the idea that the Viking *Berserker* (where the phrase stems from) fights in a state where he is not in control of himself. This idea is enforced by the idea that this type of warrior fought under the influence of the *Amanita Muscaria* or *Fly Agaric* mushroom - the red-capped mushroom found under the birch or pine tree usually. It is certainly true that the German name of this mushroom contains the idea of the *Berserker*. Whether this is evidence to prove this or not is open to question.

But there is reason to doubt these ideas, since anyone who is not in control of himself would hardly be in a position to hold up in battle as well as someone who is in complete control and is calm and aware of what is going on. In any case the *Amanita Muscaria* seems to enhance awareness and focus consciousness, and not take the individual into a state of anger and loss of control. We have this quote from the famous film-star and martial artist, Chuck Norris - *'Men are like steel, if they lose their temper they lose their worth'*. It is never in the interest of any warrior to lose control through losing his temper. The *Berserkers* were often bodyguard to a king, so their role would be one of protection, where calm and awareness would be essential.

It is more likely that a controlled rage was the key to the secret of the *Berserker*, a rage that is deliberately invoked by various means -

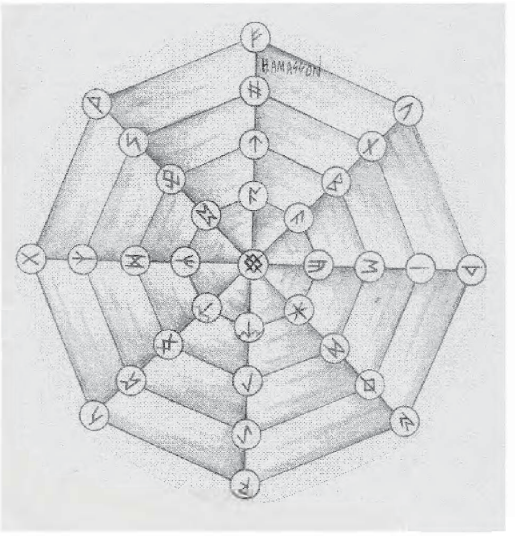
1. Perhaps by working on a punch-bag or the like which is hit over and over again as a rage is built up.

2. This could be enhanced by visualising someone that one hates to such an extent that anger and rage is built up through 'hitting' this person over and over again. Here a good deal of self-control would be necessary so as not to lose control altogether.

3. The repetition of this type of exercise would result in being to invoke such a state at will, without the need to go through the whole process first.

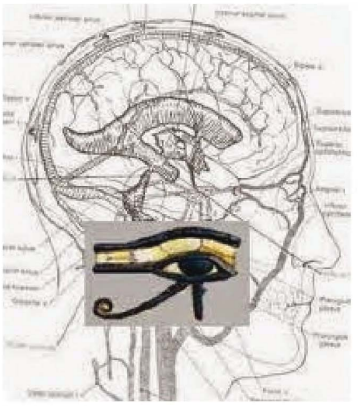
All this, of course, is mere guesswork but it does seem to make more sense than seeing the Viking *Berserker* as some form of 'violent thug', which is how this figure is often portrayed. In any form of Martial Arts the individual goes through a strict training process, and through set forms and movements, all of which enhance his power and ability to fight. The Viking Warrior would also have had some form of Martial Arts training, since this is all part of the process of building the warrior. It would perhaps be true to say that the young warrior may have had bouts of temper and loss of self-control (as in the tale of Egil Skallagrimsson) but this would not be true of the more experienced, mature warrior who would have created the *Calm Centre* and thus acted like the *Eye of the Storm*.

The Rune-Web



The *Rune-Web* was drawn by Hamasson of Woden's Folk some years ago, for use in our magazines. It is perhaps time that we made a deeper study of this, since it is an important image for Rune-Workers. I have to add that this is just one way that the runes can be set, and there are many ways used by WF - each with its own unique importance. Of course, this is a new image, and not (as far as we know) found in any 'tradition' - but the runes evolve!

At the *Sacred Centre* is the Gar-Rune which is the *Spear of Woden* - Gungnir ('Gift of Ing'). This represents the 'pole' or 'central axis' from which all runes emerge. It would have been this point, the *Sacred Centre*, that Woden would have had to reach (through a 'mystical death' and 'resurrection') in order to rediscover the runes for us.



The photo above is reproduced from an image used by David Icke, and shows the area where the Egyptians recognised as being the seat of the *Third Eye*. In diagrams of the proposed Order Castle in Wewelsburg, Germany we see that a spear enters the proposed central area,

aimed at this very point. It seems plainly obvious that the nature of the new Order Castle was to open the third eye of the Initiates. The *Eye of Horus* thus seems to depict the *Third Eye* - what we could call the *Eye of the Hero.* This is a physical centre that represents a *Spiritual Centre*, and this point is important.

In *Wewelsburg 1933 - 1945 A Cult and Terror Centre of the SS* we find the plans for the extension of the Wewelsburg Castle, with the semi-circle and 'spear' which penetrates in alignment with the North Tower. It is impossible to miss the shape of the *Spear* entering the *Gral.* In Tantric Lore the aim is to unite the Serpent Goddess (Shakti) with the god Shiva, and thus open the *Third Eye.* Thus the *Gral* (at one level) refers to the uniting of the *Hero-Valkyrie* opening the *Third Eye.* Since this project was meant to be the *Centre of the World* it would seem that the opening of the Third Eye was a 'world project'.

There are 32 more runes scattered orderly around the *Rune-Web* (8 x 4) which makes for a very orderly pattern of 4 x first rune, 4 x second rune, etc. starting from the outside. The 33 - rune English rune-row is used. Rather than the runes being in straight eights, they are placed in a cyclic form moving clockwise around the web, and starting at the top with the next eight. These are the rune-names used within the *Ar-Kan Rune-Lag* -

Feoh
Ur
Thorn
Os
Rad
Ken
Gyfu
Wyn

Haegl
Nyd
Is
Ger
Eoh
Peorth
Eolhs
Sigel

Tir
Beorc
Eh
Mann
Lagu

Ing
Daeg
Edel

Ac
Aesc
Yr
Ior
Ear
Cweord
Calc
Stan

Gar

There are variations to the certain runes, and different names are used too; these are the main runes that have variants -

Ken
Yr
Cweorth
Stan
Gar

Different rune-names can be used for runic-gealdor since certain runes have very different meanings (on the surface), for example -

Sigel - The Sun, Solar Power, Solar Force.
Sowilo - the Soul, shape-shifting, soul-travel.

We can see that the runes are far from static and must be used in different ways to produce certain results. There are certain simple rules to rune-magic -

1. Visualisation of the Rune.

2. Gealdor - Sounding of the Rune.

3. Will - Sending of the Rune through the Force of Will.

Perhaps the most important thing is - **intent**. Without this no result can ever be expected, and doing rune-chanting for the sake of rune-chanting can be dangerous. Some occultists warn

not to use 'lust for result' but this does not mean what I have said, for there has to be something that the work is undertaken, and this has to be a **result** from the working. What these people mean is not to dwell on the result, but to use the Force of Will to send the runic-power, and not dwell on it after.

We have used runic-gealdor-visualisation with groups of people at Folk-Moots, but this has been used in a way to achieve results within the group - lifting the 'spirit' of the group, which it certainly does. But for other runic gealdor the better way is to use a specific group trained in magical arts, since it takes years to do so and more experience is needed so that dangerous forces are not invoked - or the work rebounds back, which is certainly true of any form of negative magic. This is why it is always wise to use a positive magic that causes a change.

We have used the *Nine Glory-Twigs* in teaching and this is a *Mother Rune* out of which all 33 runes are obtained. Once again, Woden discovered the runes, and he would have lifted them out of the *Mother Rune* or *Primal Pattern*. It can be no coincidence that a *Secret Rune-Row* given to a Woden Initiate a few years ago also fits into the above pattern. We can only assume from this that since these are not 'traditional runes' (like the Armanen Runes) the pattern contains an infinite number of rune-shapes that can be 'discovered' by future rune-workers. The centre of this is once again the Gar-Rune.

Now are Har's sayings spoken in Har's Hall,
of help to the sons of men,
of harm to the sons of the Jotun....

The 'Sayings of Har' 165.

Here we are told clearly that the runes were discovered by Woden for his own Northern Folk that they may aid them, but they would cause harm to the Jotun. The name of Woden here 'Har' is said to mean 'High One' (Sturlasson) but it is rooted in the same as **hari/heri** and related to the Hero-God - God of the Mannerbunde.

The Ing-Rune

'Ing was first among the East Danes
Seen by men until he later eastwards
Went across the waves, the waen sped behind
Thus the Heardingas named the hero.'

Old English Rune-Poem (Translation by Steve Pollington).

This small piece from the Old English Rune-Poem may not seem to say a lot, but there are some very interesting secrets held within it. Let us now look carefully at this piece to unravel, these secrets -

- Ing was first amongst the East Danes.
- Ing then went eastwards over the waves.
- The Waen sped behind.
- The *Heardingas* (Haddings) gave the name *Ing* to this Divine hero.

In order to understand this piece we need to study the *Legend of St. Cuthman* which fits exactly with this piece in the rune-poem. Cuthman pushes his mother in a wagon, and the

direction he takes is eastwards. Symbolically (which explains this whole mystery) Cuthman 'drives' the Waen in which dwells his 'mother'. The phrase 'The Waen sped behind' is actually 'waen after-ran' hints at this, although strictly speaking the Waen is in front and moved by Cuthman.

This I see as a piece of star-lore, and the only constellation to fit the role of Ing is that of Bootes which 'follows' the Waen (Great Bear) eastwards around the Pole Star. Bootes would seem to be the driver of the Waen symbolised by a team of Oxen.

This is a drawing of Ing pushing his mother in the wagon; the shape of the wagon is very much like that of the Great Bear *(Woden's Waen)*. The legend tells us that he pushes his mother from Steyning (Sussex) to Chidham which is eastwards of Steyning. The name 'Steyning' directly translates as *'Stone-Ing'* and although the term 'People of the Stone' has been used to translate this I see no reason not to use the direct translation, thus also linking the *Stone of Ing* with the Divine Hero - Ing or Ingwe.
Ing is the Divine Ancestor of the English Folk and variations of his name can be found right across the British Isles - in Scotland the name *Angus* is a variant of Ingus, which itself is a variant of the name Ing. The rune-poem tells us that Ing is the *Divine Hero*, and the meaning of the rune tells us that he is the *'Son'* which has significant importance to Wodenists, since this is part of our work on the *Last Avatar*. England is the *Land of the Son* as much as Germany is the *Fatherland*.

The constellation of Bootes is actually shaped like the rune above, which is a variant of the Ing-Rune. This can only be seen on certain nights of the year. Ing is thus the *Driver of the Waen* and the Great Bear is the *Chariot of Ing*. In *The Secret Doctrine* H.P.Blavatsky mentions that the Great Bear is the *Mother of Revolutions* and we have other sources that mention the Great Bear as the *Womb of Time*. It is significant that Ing drives this area of the sky.

The translation of this section of the *Old English Rune Poem* has been very controversial, and various different interpretations have been given to the same text. We have to remember that the Germanic people used various means of hiding their secrets and mysteries, and one of them was word-play, giving two different meanings to one text. This could be the case here.

If the *waen* is the Great Bear, known as *Woden's Waen*, it could also just as well be the *Sun-Waen*, the Sun moving eastwards across the skies during the day, sinking behind the horizon in the west in the evening. Rising before the Sun is Venus - the Morning Star - which also travels eastwards across the skies, 'arising' again just as the light fails in the west. Ing could thus be seen as the Morning and Evening Star. We would seem to have confirmation of this since the 'Christ' of *Revelation* is said to be the '*offspring of...the Morning Star...*'. In the *Legend of Cuthman* we find hints that Ing and 'Christ' were seen as one and the same. It should be noted that the *English Initiates* would have been aware that *Ingwe* and the *Krist* were one and the same *Archetypal Myth*.

WHITE STONE OF ING

The runic markings on this stone are Anglo-Saxon Runes, bearing the inscription *'Gyfu-Ken-Ing'* with an alternative Ken-Rune with a (later) cross-marking. The reading is the *Gift of Ing* which is the name of the *Spear of Woden* (Gungnir) and on here seems to be associated with *Fire* (Ken-Rune). Since the Ken-Rune is also associated with the *Kon(ungr)* and with kingship then the *Gift of Ing* could also be seen as 'Kingship'.

The Ing-Rune at the start of this post is a glyph of the DNA Spiral, hence the meaning 'son of' or 'offspring of' - the genetic inheritance. This is the *Rune of the Blood Memory* and links directly to the *Edel-Rune* which is the rune of *Blood* & Soil, and which also contains a bind-rune *Gyfu-Ing* thus giving us *Gift of Ing* again. The idea of genetic inheritance and that of the racial-homeland are bound together.

The Old English version of the Ing-Rune can be drawn in two different ways - as we have done in an 'upright' form' or turned sideways in which it makes a glyph of the sexual act - a clear virility and fertility symbol (Ingwe-Frey is shown with an erect phallus on many carvings). But this also tells us that the Ing-Rune contains an ***Ur-Fusion*** (when turned sideways) and a ***Ken-Fusion*** (as the one at the start). That we have here a 'fire-glyph' and the Stone of Ing runes tell us that the *Gift of Ing* is 'fire', then we have a Divine Hero or Hero-God associated with *Fire*. Hamasson once pointed out that *Inga* spelled backwards is the Hindu god of fire - *Agni*.

This is said to be the *Agni-Fire* associated with the Fire-God of the Hindus known as Agni, from whose name we get the terms - *igneus*, *ignition*, *ignite* etc. Compare this photo with the one below -

This was a photo taken by a fellow WF Activist at a Folk-Moot at the Wayland Smithy; the flames that show up on the photo are very hard to explain, and certainly look like the *Agni-Fire* shown in the other photo. This is a close-up.

This is how the 'fire' showed on the actual photo with the *White Dragon* in the background, and the *WF Blood-Flag* shown to the left of the photo.

That Ing can be equated with *Fire* is seen in the term *Ingle-nook* which is the area around the hearth of a house-fire. If we equate Ing with Sceaf, since they are both the Divine Ancestor of the English Folk, then we have an account of Sceaf being on a *shield* bearing a *lighted taper* which links Sceaf to fire too. This can be no coincidence and I feel that Sceaf-Ing is the bringer of agriculture *(Sheaf of Corn)* at the end of the Golden Age, and that he is the *culture-bearer* figure who we can equate with the Aztec *Quetzalcoatl* who - interestingly - is associated with Venus.

Ingvi-Frey is one of the Waene (Vanir) Gods whose name equates with 'Venus' and so this culture-bearer and divine ancestor is associated with the Morning and Evening Star - he is thus the *First and the Last* or the *Beginning and the End*, since he rises at Dawn and sets at Dusk. Miguel Serrano sees Venus as being a *male-female* star who would be Frey-Freya in Norse Mythology. Venus is the 'sister-planet' of the Earth.

The Ancient Runes of England.

Although I have not read this work - *Stonehenge Sacred Symbols* by Neil L. Thomas - this post uses the reviews shown for the book, so I am only going on these rather than an actual knowledge of this work. It would seem that this professor from Australia toured the ancient sites of Britain to look for the history of his Celtic ancestors, but found a pre-Celtic civilisation that must surely relate back to the time when this was part of the North-West continent of Atalland. Our interest in some of the numbers he found and the measurements - again taken from the reviews.

He regards Avebury Stone Circle as once having 99 stones, broken into the formula 33 x 3; he then goes on to see the Long Man of Wilmington as being 33 faethms (fathoms) in length. The measurements of the Long Man, in another review, are -

33 Megalithic Rods (a MR being 2.073 metres).

The height of the Long Man multiplied by 33 = a Megalithic Mile.

This is why I have chosen to put this post on the *Ar-Kan Rune-Lag* blog since the number 33 is that of our own Rune-Row. Since it has always been my contention that the 33 runes were used here in England in ancient times, and we have used the term *Runes of Attaland*, this fits with this idea again. It was Marby who also saw the 33-runes as being the *Runes of Atlantis* and that this referred to the continent in the North Sea.

I have equated the Hindu *Mount Meru* with the idea of the human Spinal Column which has 33 segments including the 5-4 fused segments of the *Sacrum-Coccyx*. The 24 runes seem to link to the 24 segments, and the extra 9 with the fused sections at the base of the spine. This would suggest that the runes are read from top to bottom which fits in with Miguel Serrano's idea that the usual base-to-head sequence is reversed in our system.

Me-Ru - MR - I have noted in another post how this relates to a *measuring rod* and we can thus surmise that the spinal column (Irminsul-Yggdrasil) is also a *measuring rod*, based upon the ***Number 33***. It is also interesting to note that the author, Neil L. Thomas, sees the Long Man as the 'Dod-Man' with his twin *measuring-rods*. He is not the first to equate the figure with the Dod-Man which was done by Alfred Watkins who coined the termed 'Ley-Lines'.That the original figure of the Long Man held two spears does not negate this argument, for the

Spear of Woden equates with the *Sacred Centre* and the *Cosmic Axis* and thus back to the Spinal Column in man.

We also have the rather odd fact that the Old English Rune-Row contains the Four Hallows or Gral-Runes, again which must have come from very ancient times. What many scholars seem to be missing is that putting a lot of these 'odd facts' together brings the conclusion that the English go back into the Megalithic era - and it is now known that parts of Stonehenge were built by the people from Jutland.

In regard to the era of which we speak here - the so-called 'Megalithic Era' - this seems to relate back to a time when 'Giants' (I am not talking of 'Jotun' here) walked the Earth. We seem to have an account of these in the Old Testament and also in the *Book of Enoch* where the *Watchers* or *Angels* lusted after the 'daughters of men' and took them as wives. From this appeared what are called 'Giants' but which are originally *Nephilim* in Hebrew, and which were also referred to as the *Sons of Anak*. These were men of a particularly tall stature who were said to have built the massive stone structures all over the world. These may equate to the *Shemsu Heru* or 'Followers of Horus' who were seen as a kind of *Master Race* that ruled the Egyptians. This *Master Race* would appear to be the *Sons of Anak* who ruled over many different cultures and peoples - which goes some way to explaining the links between ancient cultures world-wide, and also some way to explaining why modern scholars tend to be wrong in their assertions of who built these advanced structures - they would have stemmed from the same *Ruling Elite*.

One of the last remaining 'Giants' may have been the aptly-named *King Og* who was an Ammonite and King of Bashan. At a battle in the kingdom of Bashan, Edrei, King Og and his Ammonites were slaughtered man, woman and child in an act of total genocide by the famous Israelite - Moses (see Numbers 21:33-35). According to Arab tradition these people - the Ammorites - were said to be connected with a megalithic culture found in Palestine, Lebanon, and Jordan.

In a fragment called *The Book of Giants* which itself was part of the *Book of Enoch* found amongst the *Dead Sea Scrolls* we are told that these 'Giants' fell from grace through their scientific experiments on animals and humans which produced mutants and monsters, and they caused 'great corruption' on the Earth. It appears that a 'Giant' named *Gilgamesh* tried to stand against the heavenly powers (Gods) but realise the futility of his actions, and for these actions the Gods brought the Great Flood upon the Earth and destroyed these 'Giants'. This is the sinking of Atlantis, which has the same kind of end, a Great Flood brought on by the misuse of power by a once advanced race - as our people were once far more advanced and have sunk to the pitiful state we see today - together with the corruption of the Earth, animal experiments, and human experiments and a host of other ills that these peoples also imposed upon the Earth.

We could mention here that the highest degree of Freemasonry is that of the *33rd Degree*; we must understand that Freemasonry seems to have sprung from an ancient tradition, and like all things has been distorted and used against our Folk. Through Masonry we find that their rituals may contain an ancient tradition about the *Resurrection of the Soul* which occurs at the rising of Venus - the *Morning Star* - and which leads to *Immortality*.

I have taken this idea from *Uriel's Machine* written by Christopher Knight and Robert Lomas, both connected to Freemasonry. This is an interesting quote from the book -

The 'wands' are the measuring rods that the Canaanites and first Jews called asherah; named after the goddess who was the mother of the dawn and the dusk. As with the gigantic prehistoric carving of the chalk man at Wilmington in Sussex, the purpose of these asherah is to determine the angles of the sunrise and sunset indicated by the shadows cast from the vertical staffs.'

This piece is of interest because although I cannot now supply the source, there is a written piece by a Sussex priest who stated that when the Sun rises at certain times of the year (Spring Equinox/Autumn Equinox) the light runs up or down the two staffs of the hill-figure. This fits exactly to what is stated here, so I cannot tell whether these people had access to this work or whether the knowledge was found separately. It is also significant to note that the 'measuring-rods' were called after the Goddess of the Morning Star - Eostra in our own lore, also known as Freya of the Waene (Venus). She is also known as *Idunn* and her *Twelve Apples of Immortality* are the *Crown of Twelve Stars* known as the *Corona.*

The Long Man is shaped as the Ear-Rune and Cweorth-Rune, and the prefix *Ear* can be found on *Earendel* which seems to have been a term used by the English for the *Morning Star.* We have also noted in past articles that the planet Venus was in the House of the White Dragon, together with the Sun and the Moon, on August 11th 1999 at the time of the Solar Eclipse. Venus is associated with birth and with resurrection and this seems to have formed part of Masonic ritual, and is why the light of this planet is important in the layout of such megalithic structures as Newgrange in Ireland. *Earendel* is *Ear-Waendel* which is the figure of the Long Man of Wilmington. Venus is a 'double-star' of male and female, according to Miguel Serrano. The symbol for this double-star is twin sig-runes (SS).

If we read into these ideas we find that an ancient *Race of Light* maintained their immortality through a cycle of resurrections under the Light of the Morning Star - which is what Miguel Serrano tells us, though maybe in a slightly different way. This is the Enlightened Beings we have seen as Tulka (Tibet), Avatar (Hindu) or Boddhisattva (Buddhism). I have mentioned Newgrange, and this has an association with a figure called AEnghus or Angus, a name which has the same roots as *Ingwe* or *Ingui.*Newgrange has always been associated with the Tuatha de Danaan - Tribe of Danu. The name 'Danu' could be equated with Idunn and it

seems that Newgrange is associated with the Morning Star. The Tuatha de Danaan were called the *Lords of Light.*

It is around 9 months from the Spring Equinox to the Winter Sunwend, near to the period of human gestation. It is quite possible, indeed highly likely, that the ancient rituals that have been recorded in many different traditions, hint of a spring ritual, under the influence of the Goddess of the Morning Star, was used to resurrect the soul of the King-Ruler of a tribe into a new King-Ruler, born at the Winter Sunwend. The figure of 'Jesus' and that of 'John the Baptist' may also contain hints of the same theme -

1. The Krist is conceived on the Spring Equinox, and born at the Winter Sunstead.

2. He dies on the Spring Equinox, and is 'resurrected' at the first full moon after - Easter. Thus, he dies on the same day as he was conceived.

3. John the Baptist is conceived at the Autumn Equinox, and born at the Summer Sunstead.

It seems that a traditional unit of length known as the *gaz* was used as late as the Nineteenth Century in north-west India, and the British Government standardised it as **33 inches**. It was also found that the *Indus* inches of the Indus civilisation at Mohenjo-daro totalled **exactly 33 inches**. The Indian *gaz* was very near to the measurement of the *Megalithic Yard.*

Of course, none of this actually proves that the 33-rune row was used here in England in very ancient times. But it goes some way to show that the extra Gral-Runes may not have been 'borrowings' as some suggest, but may already have been part of this system used by the Frisians and Saxons. The Ear-Rune/Cweorth-Rune may represent the idea of 'measurement' as the shape of the 'Dod-Man'.

What has distorted our idea of ancient history is the false claim that the Celtic Druids built these great monuments, whereas the truth is more in line with their being built by a people called the *Hyperboreans* from whom descended the Germanic Folk and Germano-Celts. These were either the 'Giants' or their descendants. It would seem that this ancient *Solar Race* were a highly advanced people with a highly advanced civilisation, but some of them abused their power and corrupted the Earth and threatened its destruction - for which the Gods destroyed most of them in a Great Flood. The remnants were scattered and tried to rebuild their ancient civilisation but many of them, like the Ammonites, were destroyed or scattered again. The 33 rune-row may have been a vestige of the pre-flood civilisation, or was created in order to save the ancient wisdom after this flood.

The Fire-Snake

There are 33 runes in the *Ar-Kan Rune-Lag* system and 33 sections of the Spinal Column, and it seems logical to equate the 33 runes with these 33 sections. All of this, of course, is hypothetical and experimental, and cannot be verified until we meditate upon this to confirm what is being said. The Spinal Column we call *Mount Me-Ru* which is to us means 'Mount of Measurement of the Galdor' (*Me* = 'to measure', and *Ru* = 'to roar' or 'to whisper'). This is an S-shaped column made up as follows -

7 cervical vertebrae (neck)

12 thoracic vertebrae (back)

5 lumbar vertebrae (lower back)

This section makes 24 runes which fit with the Common Germanic Futhark.

The Sacrum - made up of 5 fused bones.

The Coccyx - made up of 4 fused bones.

This section fits perfectly with the 5 extra runes of the English Rune-Row and the last 4 *Gral-Runes* which finish with Gar.

The esotericist, Manly P. Hall, mentions that the Sacrum is shaped like the *Spades* in the pack of playing cards, and equates this with the *Ace of Spades.* In the most modern packs of cards there are two *Jokers* added, which is a later addition since originally the *Ace of Spades* (in much older packs) had *The Joker* on this card, which is the *Beginning and the End* - can be used as a One or as an Eleven. Since the sacrum does look something like a 'spade' (which means *to draw down*) then we could perhaps see the Spinal Column as the *Spear of Woden*, facing downwards with the head at the Sacrum. It would thus be quite in order to place the runes from top to bottom, starting at the top with Feoh-Ur-Thorn etc. and finishing at the *Root Centre* with Gar - the *Spear of Woden.*

The Spinal Column is the Sig-Rune (S) along which moves the *Fire-Snake*; this lies dormant at the base of the spine, and when awoken moves up the spine until it reaches the top where the Male (Woden) and Female (Freya) are joined in the Sacred Marriage. From thence the Woden Initiate must go beyond this fusion in order that the 'I' is not disintegrated into the One, but individualised and transmuted into the **Absolute I** - the ***God-Man***. But to do so must first mean a return to the origins which means moving downwards to the source of all things.

This is a sculpture on a building in New York and represents the *Caduceus of Mercury* but in a form that is highly symbolic and gives clues to what we mean by the *Fire-Snake*. The Snake lies at the base of the spine, when awakened moves upwards along the 'energy-channels' around the Spinal Column, and when it reaches the top it becomes an Eagle or Swan, or it sprouts wings and becomes a Winged Coiled Serpent. Awakening this without first moving through the upward spiral of spiritual growth can cause untold problems, and seems to lead to the creation of monstrous beings with power they cannot control.

In the sculpture we see -

- A torch-like pillar at the centre, topped by a *Pine Cone* which obviously represents the *Pineal Gland*.
- This has the wings of a Swan - Sign of the Highest Initiation. This symbolises the *purity* needed to achieve full and true *awakening*.
- Two pillars or torches run beside the central column, representing the *energy-channels* along which the Kundalini rises.
- Twin Serpents coil upwards along these columns and the central column (the Spinal Column).

The same symbolism is contained in *The Hooded Man* image here drawn by Hamasson, and which is taken from a symbol that I adopted after the *Hale-Bopp Comet Initiation* back in 1997. This symbolism is also related to the *HelgiH Mysteries* which were given to me at the time through what I can only call a *Sun-Initiation* or what is now termed a 'Shamanic Initiation'. It contains two Haegl-Runes (H-H) topped by an Ing-Rune drawn as Twin Wyn-Runes back-to-back (88), the English Ing-Rune symbolic of the Twin Serpents and the Germanic Ing-Rune at the top symbolic of the Pine-Cone.

The Spinal Column is here an Is-Rune, but since it is topped by what we can see in the first figure as a 'pine-cone' but which tops a 'torch' then this can only be the *Pine-Torch* (***Kienspan***) which has to be related to the English form of the Ken-Rune - which forms the rune-posture seen in the *Heil Salute*. As *Runebinder* has shown *(Volkisch Runology)* this is an invocation of the *Kan-Force* - which thus suggests that it is an invocation of the *Fire-Snake*. The two runes - Ken and Sieg - are actually linked in a subtle way -

- 'S' is a glyph of a snake, since the snake moves in this shape, and also the sound of some snakes (adder etc.) is a ***sssss*** which mimics the shape of the 'S'.
- *Kan* is the root of Dra-Kan (dragon) and the rune is of the *Fire-Rune* and of the *Kan-dil Force* or *Kun-dalini*.
- The *Armanen Hagal-Rune ('Heil')* can be found in the English Runes as the *Ior-Rune* which is a rune of the *Serpent*. That this is associated with a 'river-fish' should be taken as symbolic and hints at the idea of *Fire from Water*.

The Ing-Rune on *The Hooded Man* symbol is also a Kaun-Fusion made up of twin Kan-Runes (Ken-Runes); this rune can also be made up of an Ur-Fusion when this one is turned on its side. The Ur-Fusion is symbolic of the sexual act relating to virility and fertility, which are necessary for the survival of any species.

This is a version of the Ing-Rune, though it is also shown without the upright stave running through the Ing-Diamond. This rune is how the Constellation of Bootes can be seen at certain times of the year - it is the *Rune of Ingwe* who drives the *Waen* around the Pole Star or Nail Star. This is also twin Wyn-runes back-to-back, Wyn being the 8th rune of the Futhark.

The Hagal Rune is the 'snowflake' and in a slight variation can be found in the English Rune-Row as *Ior* which is seen to mean *Iormungand* (Ior-mund-gand = Ior-world-wand). This rune is related to the idea of the World-Turner who is Waendal or Mundilfore, and also links to the next rune (Cweorth) which is the *Fire-Twirl*.

This version of the Ken-Rune is that of the *Kienspan* or *Pine-Torch* which is symbolic of the *Fire-Snake* and, as it is said in the *Old English Rune Poem* - 'burns bright where the AEthlingas lie' i.e. in the Round Barrows and Long Barrows scattered across England. We should note that the *Glory-Fire* burns within the dwelling of the AEthlinga or Noble-Man, despite some of the translations that suggest otherwise.

The Ing-Rune has been associated with the *Beacon-Fire* and Ingwe is associated with *Fire*; we find the *Ken-Rune* variant on the *Stone of Ing* which tells us that the 'Gift of Ing' is *Fire*. This is verified when we find an old legend associated with Sceaf (a name of Ing) who in one legend has a lighted taper.

Sceaf is an archetype similar to that of Hama-Heimdall, a bringer of culture and of fire to mankind at the ending of the Golden Age. Hamasson has pointed out that Agni is Inga reversed. Agni is the God of Fire and the son of Nine Wave Maidens (Muses). Heimdall is associated with *Fire* and *Sound Waves*. He is also the *Manu* of this era, and the 'Son of Man(u)' is Ingwe.

It is Heimdall who retrieves the *Brosingamen Necklace* after it is stolen by Loki the Trickster (The Great Liar), and this is the *Necklace of Fire* owned by Freya - a necklace being symbolic of the female genitalia area, an inverted V or inverted triangle.This, of course, is the area of Kundalini where the *Goddess of Fire* sleeps.

In myths from Iran-Persia we find a battle between the *Arya* and the Turanians, the Turanians trying to steal the *Hvarena* or *'Glory of Light'* which rightfully belongs to the *Aryan Nations* given to them by Ardvi Sura Anahita who comes from the *God of Light* - Ahura Mazda. Ardvi Sura Anahita is the Persian equivalent of Freya and the tale is very similar to the stealing of the *Brosingamen Necklace (Hvarena - Glory of Light)*. It is Kau Khusrau, a figure we can equate with the Hamlet/Amlodhi of the North, who regains the stolen *Hvarena*. He is the *Divine Fool* or *The Hooded Man*. *Zarathustra-Zoroaster* is the Prophet-Leader of the Arya who leads the war against the Turanians, wars that end in the Arya being led westwards and northwards under the guidance of their Race-Soul - Ardvi Sura Anahita or Freya as we know her to be.

It would seem obvious that we have a dim recollection of the *Secret of the Fire-Snake* being stolen and the power abused by those who have no right to wield it. Indeed, the legends of Atlantis speak of this abuse of power, and this could be that of the *Fire-Snake* and the *Vril-Force* both of which are connected. We have a subtle hint of this in *The Thirteenth Warrior* where the 'Vendel' awaken the 'Fire-Snake' (symbolically with torches), are led by a Horned Leader, act like low-life animals, and worship a Dark Goddess in a Cave in the Underworld. There may be some mix-up with the *Berserkers* but the theme holds some interesting ideas.

The *Kundalini* is a spiralling force, working like a 'screw', which is why it is glyphed by a Coiled Serpent. When awakened it becomes a *Winged Coiled Serpent*, hence the reason that Woden's Folk uses this as our *White Dragon* symbol.

The term *Kundalini* stems from -

Kund - 'to burn'.

Kunda - 'to coil' 'to turn' 'to spiral'.

Both meanings fit with the *Fire-Snake* and we should note that the word *dragon* is made up of *dra = 'to turn' to coil' to spiral* and *gan* means 'to generate' and the Germanic form is *kan* which is the Kan-Rune.

There is also the meaning -

kundala - 'serpentine' or 'spiralling'

ini - 'small'

There are certain aspects of the Hindu God called Agni that we need to look at now; he is all of the following and more -

- God of Fire.
- Messenger of the Gods.
- Hearth God.
- The vital *Flame of Life* or *Spark of Life*.
- Cosmic Fire - Cosmic - Spiritual Fire.
- Solar Fire - Solar - Soul Fire.
- Friction-Fire - Planetary - Body Fire.

Some of these points tell us more about the god Ing or Ingwe (Inga) since he is associated with the *Beacon Fire* and also the *Hearth Fire* (Inglenook). He is the *Fire-in-Water* which carries the *Flame of Life* - the 'sap' in plants and trees. He is thus the *Fire-in-the-Blood* which carries the *Flame of Life* within Man.

Ing is, of course, the Ingvi-Frey of Norse Mythology and the brother of Freya; his symbolism is the *Golden Boar* whose bristles symbolise the Sun's Rays that bathe the Earth in Light and Warmth (the Sun itself is feminine in Germanic Lore but the rays are masculine when they reach the Earth). The Sun is the *Solar Boar* and the Boar or Swine (pig) is sacred to the *Arya* and to the English symbolic of their Divine Ancestor - Ingwe ('Lord Ingwe').

All of this symbolism appears on the Sutton Hoo Mask which was found in the burial-ship and mound of the Wulfinga King Raedwald -

- The Serpent runs over the skull of the mask.
- The 'Irminsul' making up the nose-piece (ondveg) is either a dragon, eagle or a swan.
- At the end of the wings are twin boars - the Solar Boar of Ingwe.

We have here all of the secrets of Kundalini in a mask which some believe was worn within the *Cult of Woden* -

The Serpent running over the mask, meeting the Eagle at the Third Eye, between the eyebrows.

The Irminsul or ***ondweg*** *which is the 'Way of the Vital Breath' here being the nose-piece, where the Vital Breath is taken.*

The Eagle, Swan or Winged Coiled Serpent which is the Kundalini awakened.

The myth is related in the *Myth of Knit Mountain* as shown by Brian Bates in *'Wisdom of the Wyrd'* and we have added some vital bits in other areas of our work, bits that confirm this idea and also bring further light to the meaning of the myth. The symbolism is found on Yggdrasil with the Serpent (Base), the Eagle (Crown) and the Hawk (Third Eye).

We should also note that Yggdrasil is called the 'Measuring Tree' which links to the Mount Meru idea that we have shown before. This was also called *Su-Me-Ru* where ***Aryan Root * su-*** means 'to generate', 'to produce' or 'to drive'.

Aryan Root * su- 'to generate', 'to produce' or 'to drive'.

Aryan Root * me- / ****ma*** 'to measure'.

Aryan Root * ru- 'to sound', 'to roar'.

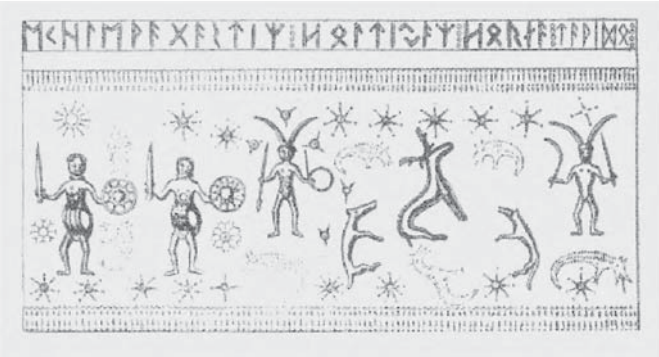
In the awakening of the *Kandil-Force* the god Woden and the goddess Freya are the active forces. Woden is the *Leader of the Warband* (Woden Herian) and Freya is the *Veleda* who can foretell the outcome of a suggested plan of battle, and herself influence the outcome by her Seidr-Magic. The Veleda serves up a *Horn of Mead* which gives power on both physical and spiritual level - see the part in *Beowulf* about Hrothgar and Wealhtheow, and note that the Queen Wealhtheow had the *Brosingamen Necklace of Freya.* Woden is the *Master of Wod* and Freya the *Mistress of Seidr.* This is the mystery of Frey-Freya as both husband-wife and brother-sister - Frey is Ing is Woden. The *'Battle-Swine'* is the Boar of Freya and he is the lover of Freya, known as *Ottar*, thus another name of Frey is *Ottar.*

The *Horn of Mead* served up by the Veleda is linked to the *Nectar of the Gods (Amrita-Ambrosia-Soma-Haoma)* which is released with the awakened Kundalini and flows downwards through the body. Nectar = Honey = Mead. This is also called *The Hidden Manna* which is a spiritual presence or sacred power that is experienced.

Miguel Serrano talks about the *Mystic Wedding* - HE/SHE or EL/ELLA - which is the union of Woden and Freya. The key is the Mystic Love from the Heart Centre which radiates around the body - A-Mor - which is also the 'No Death' as Serrano tells us - immortality. This is experienced in the Crown Centre which is the Seventh Chakra, but there are two above this which goes beyond this stage.

This stage is made clear in the Chinese Taoist Tradition where the upper Dan Tien (Third Eye) is called *The Crystal Palace* (which, incidentally, fits with the idea of the Sacred Mountain topped by a *crystal*). At this centre the *Shen* (Spirit) is refined into *Wu Wei* (Emptiness), which is the *Void/Black Hole/Black Sun* where the initiate has to 'cross the abyss' (void) in order to reach the next stage, past the Union of Male-Female. From this union arises the *Diamond Body* which represents the stage in which immortality is reached - the *Sonnenmensch*.

Horns of Gallehus



The Runic-Horn

The first thing that we notice are that the runes are of the Common Germanic Futhark, and since most scholars agree that these runes were the work of English Tribes living in this area these are the runes used by the English at that time and in that area. However, as we shall see on the other horn, the rune-postures show at least one rune that is not in the CGF but which can be found in the Anglo-Frisian Rune-Row.

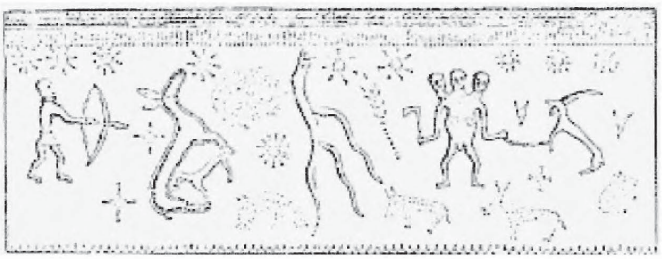
In this upper section of the Runic-Horn we find two horned figures, one bears a spear and a noose, the other a scythe and a short staff. There are also two warriors, one on each side, each bearing a sword and a shield. The horned figures seem to suggest a **hunting scene** and a **harvest scene**. The stag may be the object of the hunting scene. It should be noted that the dotted figures are *spiritual animals* which is most likely why they are shown as dotted and not as the normal figures. This hunt, as we shall see, was possibly more of a ***Ritual Hunt*** designed to give ***blot*** (blood) to the gods before an undertaking by the tribe.

I am going to suggest that the figure with the *Spear* and the *Noose* is that of Woden - Spear-God and God of the Hanged. The figure with the *Scythe* and the *Staff* is that of Ingwe who shows here the characteristics found on certain renderings of the constellation of Bootes, and Ingwe is a Wanir-God of the Harvest (Sheaf-Ing). These two here represent a version of the Divine Twins. The stag in the centre is symbolic of the High-God - the King - and also of the god Tiw or Irmin, and this shows the divinity of the twin-figures. The two wolves (dogs) can also represent the Wolves of Woden, but also the two wolves found below Bootes in the northern skies. The 'otherworldly' animals above may be swine or boar, associated with Ingwe-Frey.

Above the warrior on the left is a **eight-pointed star** which is a symbol used of Venus (Freya) as the **Morning Star**. Above the figure on the right is a **twelve-pointed star** which to me suggests the **Sun**. We have here symbols of Venus which heralds the dawn and the rising

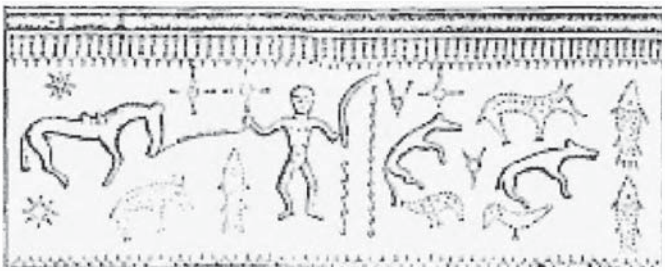
sun in the morning - the time associated with the Divine Twins in this particular role. The fish on the far right suggests the sea, and the Rising Sun which appears to come out of the sea at dawn.

The Twin-Warriors on each side may well be the **incarnations** of the Twin-Gods as Hengest and Horsa. **This is the Dawn-Time of a new world era and a New Order, and Ingwe is also (through the Wanir) associated with the Morning Star (Venus) and thus the Dawn Time.** In a sense this is, like Cerdic & Cynric, also an aspect of the Divine Twins, the Father-Son aspect of this Divine Mystery.



The second panel is much easier to figure out since the three-headed figure holding an **axe** and a **goat** is most likely Thunor, the Thunder-God. As I have shown under the *Thorn-Rune* in the Runic Meanings section, Thunor is named **Third** which is probably why he is here shown with three heads. Next to him is his age-old enemy the **Serpent of Evil** which is shown here with three 'tails' (rather than the usual three heads). This, as I have shown before, is linked to the ***Aryan Cattle-Raid Myth***.

On the third panel we see to the left twin-warriors making a form of 'cross'; it would seem obvious to equate these two with the *Divine Twins*. There is also a horsman, a stag, a serpent that seems to be swallowing (or perhaps giving out) a small figure, a 'centaur' and a twin-headed 'dog' or maybe wolf. The last figure may be twin-horses or even twin-wolves, both of which suggest the *Divine Twins* again.



Here we have another figure holding a 'scythe', with a horse to his right, held by its reins. To the right are (again) two wolves (dogs), which again suggests the *Wolf-Twins*. The figure with the scythe thus suggests Ingwe or Ing. What should be noted about this figure, that of the *Divine Twins* and the twin horned figures is that they are all shown in the Ear-Rune/Cweorth-Rune posture.

The bottom panel shows a 'dancing' figure on the left, a figure holding a bowed piece of wood behind his back, a bowman, and what looks like a bear-skin with some form of helmet above it. The latter suggests the *Berserker* or *Bear-Sark* and this seems to suggest some form of cultic ritual - again linked to the Germanic Mannerbunde. This will become clearer as we go on. This 'bear-skin' figure has a shape similar to the Anglo-Saxon Ken-Rune with a stave across it, making a cross over the inverted v-shape. This is the same as the marking on the **Stone of Ing**.

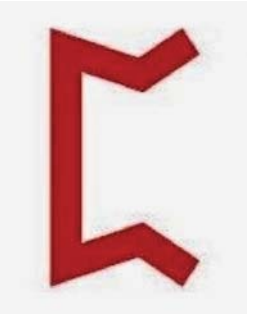
Throughout this horn we find symbols of *otherworldly-fishes* which suggest the sea and also the sea-voyage by the war-bands. We have also the *Berserker* symbolism which is definitely associated with the *Mannerbunde* and the *Heri* or war-band that led the tribe in the battles they undertook. We also have a number of horses and horse-gods which seems strange in

view of the fact we are told that the English did not use the horse at the much later Battle of Hastings - a reason why the Normans were said to have beaten them. It seems rather obvious here that the horse was certainly an animal of the war-band, and since the Saxons were likely Sakae (Scythians) in origin these were horse-tribes as is well known in history.

We should also note that we have symbolic stags and serpents throughout the figures on these horns. Both the *Stag* and the *Snake* can be found in symbolism associated with an ***Erminsul*** in Dorset which the Xtian priests condemned the worship of at the time. Thus the Stag and Snake seem to have been associated with Irmin.

The Posture-Horn

As i am going to show here this horn confirms my view that the horns were used as ritual horns (rather obvious) but i feel that these are connected to the *Cultic Warrior Brotherhoods* known as the *Mannerbunde*. We shall go through this horn, which i shall call the ***Posture-Horn***, from top to bottom -



The top section contains eight figures in the Peorth-Rune shape, two figures in the Cweorth-Rune shape, and two figures in the Gyfu-Rune shape. The Peorth-Rune is significant because it is a posture that seems to be used when playing ***Taefl Board*** which is an ancient board game. There is a very comprehensive work by Kris Kershaw called ***'The One-Eyed God: Odin and the (Indo-) Germanic Mannerbunde'*** which mentions a game from India associated with dice and with a dice called *The Dog*. If we look at the top row of this section we see two figures in this Peorth-posture, facing each other, with a dog between them in the same position. This is repeated in the next row but the figure on the left is holding what may be a side-on board-game, and the dog is on a lead held by the other figure.

I don't see any point in mentioning parts that I am not worthy of making any sense of as yet, so I'll just go through the bits that I can see some sense in. In the second row a female holds a drinking-horn; this suggests to me that this forms part of a ritual - perhaps a form of *Symbel* and the horn-bearer is the *Walkyrie* of *Veleda* who bears the horn during this ritual drinking - as part of the Cultic Brotherhood known in the Germanic world as the *Mannerbunde*.

On the next section we do have confirmation of what I am saying, since the figures here all seem to connect to this type of *Cultic Brotherhood*. On the left is a *centaur* and Kris Kershaw mentions the *Gandharva* which are centaur-creatures associated with the *vratya* which were *Cultic Brotherhoods*. Centaurs are the educators of Achilles in Greek Mythology.

IN the same section there are two wolf-headed figures (Ulfhednar), one who bears a club (Woden) and the other an axe (Thunor). The club was always symbolic of the *Leader of the War-Band* or *Leader of the Mannerbunde*. To the right of these are the *Divine Twins* again, in the same pose as on the other horn we have dealt with. At the bottom of this piece are twin coiled serpents in the form of dotted lines, showing they are 'otherworldly' beings, and again we could see them as the *Divine Twins* but this time in serpent form, like we get on the *Caduceus of Mercury*. Somewhere at the back of my mind I have an image of two Serpent-Twins that represent the North and South Poles. The *Serpent-Current* hinted at by the coiling dotted serpents may be forces working between the two poles. The 'ghostly' figure coming up

from the energies at the bottom may represent an *Ancestral Spirit* since the Cultic Warrior aimed to **become** the Ancestors in their struggle to uphold Cosmic Order - this being the true role of the Mannerbunde.

The next section shows what seems to be a dog and a wolf, and again a figure in the Ear-Rune/Cweorth-Rune position, but this time holding the club and the axe - joining the roles of the two gods together into one. The dog is the tame and domesticated wolf, whereas the wolf is the *dog of the wild.* Since the horns are deemed to have been the work of Angles from this area of what became Denmark then they were well aware of an axe-god, who the Frisians named Forseti. These seem to be very ancient symbols We can find the 'Club-God' here in England as the *Herne Giant* (Cerne Abbas Giant).

On the next section we have serpents and otherworldly-serpents, together with another twin coiled serpents. In the centre are two figures holding a ***Taefl-Board*** under which is another dog-headed figure in the Peorth-Rune position. This seems to be part of the *Cultic-Warrior Rites* where a game-board with dice is used. The game-board seems to have been originally a ritual-game that involved the Cosmic Battle between Light and Darkness.

In the next part we have two fleur-de-lys, one on each side of the section, two dogs or wolves facing a stylised head with stylised hair and beard, possibly representing Woden as the Leader of the War-Band - Woden Herian. The fleur-de-lys could represent kingship and aristocracy since this was symbolic of kingship amongst the Franks. The bottom section seems to show two dice which confirms the dice-throwing game which could have been ***Taefl***.

The two 'dice' at the bottom, one upright and the other turned over, seem to me to suggest what I have already said about the battle between Light and Darkness, which is fought both here on earth and also in the heavens. If this is so then it suggests that whoever created these horns knew full well the Wyrd that underlay their use - that of the undertaking of a Divine Mission to continue this Cosmic Struggle in another land - a land that would become known as England. This section also has twin-dogs joined together as one, one of these composite figures each side of the twin-dice. Again, this suggests the *Divine Twins* but this time as *Wolf-Twins*, and their importance in such a mission. It should be noted that in East Anglia - ruled by the Wuffingas/Wulfingas - Romulus and Remus were minted on certain coins and bracteates, and the Wuffingas claimed descent not only from Woden but from Cesar - Caesar. This hints that maybe the 'Sons of the Wolf' were claiming kinship to Romulus and Remus who were ***suckled by the Wolf***. I have shown in an article in our magazines some years ago how the legend of Merovee, founder of the Merovingian Franks, shows remarkable resemblances to that of Romulus and Remus. I really think that we should give more credit to our forebears who kept full knowledge of their ancestry, lost today to all but what is left of a degenerate aristocracy and royalty.

The whole theme of the two horns seems to centre around -

1. The Mannerbunde - these were an age-set associated with the *razzia* or 'raid' which was a war-band known as the *heri* and which were often led by the Divine Twins which led to the foundation of a new tribe and new homeland.

2. The Divine Twins - these were the leaders of a war-band, as with Romulus and Remus and Hengest and Horsa, as well as Cerdic and Cynric, and other famous versions of this god-pairing. It is noteworthy that the Twin-Warriors carry swords since the Sword of Hengest was the symbolic weapon of the Wyrd of their Divine Mission, passed to Hengest from AEtla the Hun - *Battle-Flame of the White Dragon*. This was later known as *Sigisbrand* when it was wielded by Cerdic and Cynric, and is the *Flaming Sword* that will be wielded by the Coming Avatar.

3. The two war-gods and Mannerbunde-Gods Woden & Thunor, also paired as Woden and Ingwe. In Old English Lore we also have Wudga and Hama who are yet another version of the Divine Twins. The pairing of Woden and Ingwe could well symbolise the fusion of the Asen and Wanen, since Ingwe is of the Wanen and Woden of the Asen. This could also be seen as the fusion of Irmin (High God of the Arya-Saxon) and Ingwe (High God of the Wanen).

From all of this I am going to suggest that these ritual horns were created by the English (Angles) as Ritual Horns used to hold blot before a **war-band** left the homeland on a *razzia* - a 'raid' - that would take the young aethlinga-warriors over the seas to these islands under the guidance of the *Divine Twins* who are always associated with this type of Folk-Wandering. The English Tribes were led by Hengest and Horsa, the Horse Twins, and we know that these horns have numerous horses shown on them. Their mission was to aid their fellow Germanic Kinfolk already here in England against the growing power of the *Forces of the Jotun.*

This also represents a fusion of the Engel and Saxon Nations into the English Nation, and the 'twinning' of Woden and Ingwe represents this fusion. We should also remember that Ingwe was the ***Lord of the Elves*** and the most ancient name of England was ***Albion*** which can not only mean *White Island* but also *Isle of the Elves.* The Engel-Saxon were **returning** to their ancient homeland! Albion is the ***Seventh Sword of Wayland*** which is today being reforged by the Initiates of Woden.

The horns and the rituals that were performed with them would have been a ***magical act*** of protection (Divine Twins) for the warriors undertaking the mission, and also ensuring the victory of the war-band and their Divine Mission. The ***veleda*** shown with the drinking-horn would have foretold that victory and magically aided its success through the blot.

The ***Taefl-Board Game*** would have served the purpose of foretelling the coming conflict between the Forces of Light (Gods through Man) and the Forces of Darkness (Jotun through the Anti-Man). This would be a ***Ritual Game*** played out on the 'grid' (Earth) just as the coming conflict was to be here in England. This was to become a reality with the ***razzia*** of Hengest and Horsa, then the movement of further Germanic Tribes into Britain, until finally the English Folk-Nation was created by King AEthelstan ('Noble Stone') wielding the ***Spear of Destiny*** which was the ***Spear of Woden***.

The secret of ALU

It is usual to relate the term *alu* to 'ale' and thus 'intoxication', which is perhaps a major part of the meaning of this concept. We have the following root-words from various different tongues that aid us in finding what this really means -

alua - Greek, meaning 'I am beside myself'.

aluot - Latin, meaning 'to wander aimlessly'.

alwanza - Hittite, meaning 'bewitched'.

IE Root *alw - 'to put under a magical spell'.

Here we seem to have the meaning of being 'bewitched' or 'under a spell', though this may not be quite what it seems at first sight. I doubt if such a formula would be put on medals or bracteates if it just meant 'I am under a spell'. The Greek meaning 'I am beside myself' may be nearer to the point, in which case it would be related to **woda* - 'divine madness' and back to 'intoxication'. We need to analyse the runes to find out more -

AS/ANSUZ - This is the 'god-force' and also the 'ancestral-force' which we have situated in the forehead as the *Woda-Roarer* (Odroerir). This is the area that represents *Spirit* and is around the *Third Eye.* This area must also be associated with the Od-al Rune (Od-roerir) too, in this case linked to the idea of 'noble', and to *odr* or *woda.* This is the area of 'Divine Excitement' and 'Divine Inspiration'.

LAGUZ- This area is related to 'movement' and to 'motion', and since it can be related to the Heart Centre this is the area where the **Blood** is pumped around the body - this is thus the flow of **Blood** and not simply 'water' as the rune suggests. It is also related to the Solar Plexus Centre and the **Sun** (i.e. **Son**, as the cauldron is called) and thus the *Sowilo-Rune*.

URUZ - This is the base centre that is found at the *Hara Centre* and in the area of the genitals. The base area is associated with the element *Earth* as the name of the cauldron - *Bodn* - suggests. ***Ur*** is the origin or source from which the force emanates.

We have the runic formula ***ALU-GOD*** which can thus be used for the descent of the Spirit into Matter, the formula that creates the 'God-Man' of Nietzsche and Serrano. I have said 'descent' because the formula ***ALU*** moves downwards, once more spiritualising matter and mankind. This force must first be moved upwards from the base, using the alternative mirror-runes ***ULA***.

The ***root alw*** can also mean 'growth' which itself has a part in the transition from man to god-man; growth also relates to the idea of expansion and thus the fiery element that expands. There are 3 runes in the term ALU and they number (using the Futhark) - 4 + 21 + 2 = 27. Here we have 27 which is 3 x 3 x 3 or 3 times the Holy Nine. 27 is the number associated with *Fire* and with *Kingship* (Ken-Rune).

There is another formula that contains ***ALU*** and that is ***SALUS - ALU*** which can mean roughly 'health, let grow'. ***SAL*** is the basis of the Listian ***Sal und Sieg*** - 'Salvation and Victory'. The word ***sal*** is also associated with ***sol*** - the Sun - so this invocation doubles the Solar-Power through the words.

The object of the use of this formula is to create ***The Awakened Man*** who is symbolised by the ***Mann-Rune*** - which is clear from this being ***Manu*** which is the title of ***The Awakened Man***. Buddhism calls this a *boddhi-satva* which means 'Enlightened One', though we could just as well us the term ***Elf*** which refers to 'light' and to the 'Shining One'.

I have shown before how in the initiated work *The Tablets of Thoth the Atlantean* there is a formula using these three, or at least that is how I interpret the piece. This was used prior to death in order to retain the ***Blood Memory***. This is perhaps the right view since the area around the centre of the brain where the *Pineal Gland* is found also has a section called the *Hippocampus* which means 'Sea-Horse' and which is the processing unit that stores memories. This area is also known as ***Ammon's Horn*** or ***Amun's Horn*** named after ***The Hidden God*** of the Egyptians. This begs the question as to whether the mantra ***OM*** - which has various variations - is connected to this centre, and looking up the Ajna Centre I see that its 'seed-sound' is indeed ***OM***.

OM/AUM - India

Amun - Egypt

Amen - Judaeo-Christian

The mantra AMN uses an open-mouthed 'A' sound', then the mouth is closed to form the 'M' sound; if we add the 'N' sound the tongue is pushed against the upper palate just behind the upper teeth. When doing this the 'M' sound puts pressure on the nose, whilst the final 'N' sound forces further pressure upwards to the bridge of the nose - which hints that this is the aim of the mantra, since this goes up to the centre of the forehead.

The ***Yr-Rune*** can be linked to the Primal Giant ***Ymir*** whose ***root ym-*** would be sounded 'uum' as in the French 'lune', and thus itself related to Om/Aum etc. We can see in the English Rune-Row how the two similar runes Os & Aesc (A & O) have the same A-O sound change,

and this also goes for the Norse Rune-Row which has Os rather than As or Ansuz.It is coincidental that the rune-stave usually used for Yr is a bind-rune of the A-Rune, Lagu-Rune and Ur-Rune with variant runes inside the main one.

Amun is depicted as a Ram with curved horns, and since we find that Odroerir is the 'cauldron' found at this level, and that the 'cauldron' could be interchangeable with the 'horn' then this fits well with this centre. It should be noted that the Giallarhorn was said to be in Mimir's Well - the Well of Memory. This is the **Horn of Hama**. (Note that Hama - Heimdall is definitely associated with the **Ram**. It should be noted that ***Woden's Eye*** was placed in the Well of Memory and this is the same area of the brain mentioned here. This is also the ***Eye of Horus*** and thus the ***Hero's Eye***. The function of this work is the *Resurrection of the Hero.*

From what has been said in the first part ***alu*** would be linked to the ***Odroerir - 'Woda-Roarer' -*** which 'excites' and gives the 'ecstatic trance' state. It is the 'Exciter of Inspiration' that also produces the 'Mead of Inspiration'. In such a sense then perhaps the ***alu-ale*** idea is indeed the key to the secret, since it is a formula that links totally with the Three Vats of Mead that Woden won from Gunnlod through a Tantric Ritual in which he transmuted from a Serpent into an Eagle.

The idea of being 'bewitched', 'under a spell', or 'beside oneself' could also be linked to the concept of Woden as the *fetterer* of his Initiates, who are 'under his spell' as he works his Will through them on Middle-Earth. For myself, after I have done certain pieces of work, and later gone back to them I cannot even remember doing them, let alone the content, which I see as coming through me from a higher source. Very often I do not recognise them as my own work!

* Of course, the runic formula can be slightly altered to **As-La-Ur** if necessary or the mirror-runes **Ur-La-As** when the direction is changed.

** The translation of *Midgard* or *Middangeard* to 'Middle-Earth' may not quite give the true sense of the terms, since 'gard' or 'geard' means 'enclosure' as much as 'earth'. That is not to say these terms are not equated with 'Earth' since the name *Gerda* is given to the Earth in Norse Mythology, but some would have it that 'Middle-Earth' does not mean the whole of the world, just a section of it that concerns the Aryan Origins.

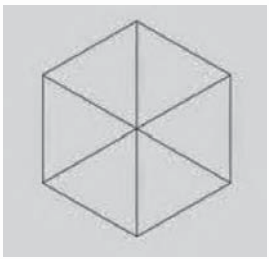
I am indebted to Mike in Vinland whose ideas gave impetus to this post and made certain things clearer.

Hagal - Hag-All - Krist-al

The system devised by Guido von List, known as the *Armanen Runes,* is made up of 18 runes that fit the eighteen charms in the Havamal. It is also based around the Hagal-Rune

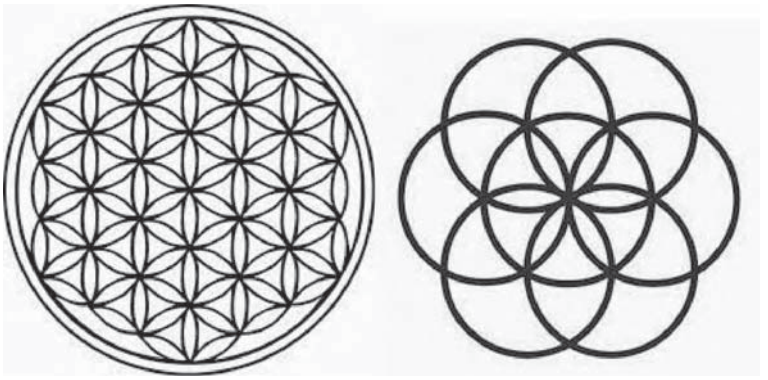
and what is known as the **Hag-All** or **All-Hag**. This means simply 'six' since it is the same as *hex* as in *hexagon*. The Hagal-Rune with the points joined up makes the hexagon, and this figure is the basic form from which the 18 runes come from.

The Hagal-Rune is made up of the Life-Rune and Death-Rune, and represents the balance of opposites into the whole - i.e. hale, whole, wholesome and the force known as ***Heil***. It is also the snowflake or 'hailstone' and it can be sounded *'hail'* or *'heil'*.



It should be noted that when looked at in one way this **Hag-All** is a cube which is a six-sided figure that represents stability. The cube, opened up, can be made into the type of cross that the Christians use. All of the Armanen Runes can be found in this simple shape, which is why it has been called *The Mother Rune.*

It is interesting to note that the Hagal-Rune/Hag-All Symbol is the basis of what is known as the *Seed of Life* and the *Flower of Life*, both of which come out of this rune/symbol when it is extended from itself, as can be seen below -



Seed of Life **Flower of Life**

The *Flower of Life* can be found at the Osirian Temple in Egypt, at the Golden Temple of the Sikhs in Amritsa, India, in the Forbidden City in Beijing, China, in wood-carvings from Austria, and in a temple of King Herod, as well as many more places too numerous to mention. The first thing that we notice is that the central area (Sacred Centre) is the Hagal-Rune and the Hag-All. The Hag-All is also cleverly enclosed into a circle, and this allows this shape to be an extension of the *Seed of Life* (shown below).

I have used this symbol as taken from *Runic Inscriptions in Great Britain* by Paul Johnson (1999) and *Helrunar* By Jan Fries (1993 & 1997), but who originated this symbol as it is I do not know. The twigs have been placed in the same position as in the books, but since we have no idea what the *Nine Glory-Twigs* really were, nor how they would be placed if this was the way that is meant in the Old English Charm, we can only make a guess. If we move the upright staves so that they are the same distance apart as the angled staves, thus crossing these staves at the joints, then the basis of the *Nine Glory-Twigs* is also the Hagal-Rune/Hag-All. This forms the central point, and from this we can extend the staves further; when we use nine upright staves, nine angled one way and nine angled the other way we end up with -

- A figure with the Hag-All at the centre, and a Hag-All as the whole shape; when the staves are extended it forms a six-pointed star.
- This figure has 64 triangles which would be equilateral triangles, which itself is the basic form of this shape as in the Hag-All.
- Looking at the 'Mother Rune' thus, with the eyes slightly out of focus, we find a cube of 4 units - thus 4 x 4 x 4 = 64 units.

We can thus deduce that the **Hag-All** is the *Seed of Life* and when it is extended it becomes the *Flower of Life.* Thus, in regard to the *Ar-Kan Rune-Lag* system this is not in itself a 'new' system, but is a continuation of the Armanen Runes, but which is specifically aimed at the new English-Current rather than that of Germany as the Armanen system had been. Put another way the *Ar-Kan Rune-Lag* system grows out of the basic 'Mother Rune' of the Armanen, just as the *Nine Glory Twigs* does.

It is thus relevant to use the 18-rune Armanen System within the Ar-Kan Rune-Lag, though the 33-rune system is needed in order for the *English Mysteries* to be revealed, since certain key runes are not in the Armanen System that are in the English Rune-Row - e.g. the Ing-Rune and the Graal-Runes (which includes the Cweorth-Rune which is needed to cover the mysteries of the Long Man of Wilmington and the Herne Giant). It would be far better to use the Armanen System to cover the 18 Havamal Charms than to try to fit the 24 runes of the CGF into this as some have tried to do.

The Life-Rune/Death-Rune is the basis of Miguel Serrano's HE/SHE since it is the male-female polarity and thus a wholeness ('heil') when joined as the Hagal-Rune. But this can also be done with the Old English version of the Haegl-Rune which is made up of an upright/upwards stave and upright/downwards stave - male & female joined in one symbol. The Haegl-Rune is also a bind-rune of UR and its reflection RU - UR-RU. We can create some interesting ideas from this, but what we must not do is to mix the two systems, since this would not work - they have to be used in their own right.

Just as the sword ('Battle-Flame') passed from the 'Fatherland' (Germany) to the 'Land of the Son' (England) so has the runic mysteries; from out of the Armanen 'Mother Rune' has come the *Ar-Kan Rune-Lag* which is a new English Runic System.

****On a note here it would be wise to try to clarify the way this rune is sounded, since it does not have one distinct sound but at least three.

Hail - the *AS hagal/hagol* means 'hail' and the spelling is as the Hagal-Rune.

Heil - the *AS hael/hal* is pronounced 'heil', and this we can deduce from the Middle English *heil* into which this developed.

Heal - the now unused **ae** dipthong is also pronounced like C**ae**sar, as in 'heal', so we can also deduce that the sound 'heal' can be used.

All of the rune-poems suggest that ***corn*** is the meaning of the rune, which suggests the 'seed' ('Seed of Life' as suggested earlier). It is also the *Primal Egg* which existed at the beginning, and which is part of the theme of Miguel Serrano's HE/SHE.

As **Hail** it is a change-rune, where destructive forces operate to create change, which is inherent in the rune-poems where the snowflake (Ice) is turned to movement (Water). For this aspect the sound 'hail' would be used.

As **Heil** this means creating a 'wholeness' or 'unity' once more - the Haeldom. This is an invocation used for this, together with the ***Heil Salute***. This is also a salutation of the Sun and the Solar Power. This sound developed later into the word 'hale' which confuses it with 'hail'.

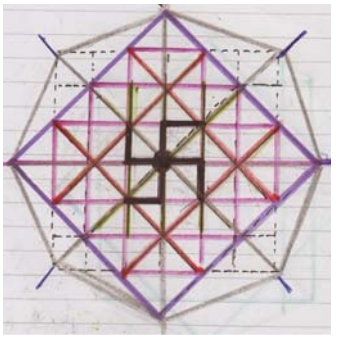
As **Heal** the rune can be used as a healing-rune, and this sound would thus be used for such a purpose.

Going back to the original *Nine Glory-Twigs* which is the way this has been used, here the 'Sacred Centre' can be seen as either the Hagal-Rune or the Gar-Rune, the latter thus giving us the ***Gift of Ing*** which has to be an important point. Gar is also the *Spear of Woden* and thus the ***Sacred Centre***. We can use either method since both are relevant to our runic system.

The Norwegian Rune-Poem states under the Hagal-Rune that ***'Krist shaped the world in ancient times'*** which is rather a strange statement which would appear to be referring to something else than the 'Jesus Christ' of the Christian Bible. We know that ***Krishna*** pre-dates 'Jesus' and the name is so similar as to be the same *archetype*. But this appears to be where the German Rune-Magicians got the idea of the ***Krist-Al(l)*** which also suggests the 'crystal' which is the Hag-All.

It is also very strange to relate how I asked a fellow Wodenic Initiate to do a meditation on a *crystal* for a specific purpose. He unknowingly related this to the *Guido von List 'crystal'* (out of which come the 18 rune-staves), but when doing so received a vision of a **Germanic Ing-Rune** out of which came 33 new rune-staves which are unknown as symbols, though some of the names are known. These runes have as yet not been revealed, but remain part of the ongoing work of the Ar-Kan Rune-Lag. But this also implies that these 33 runes come out of Ing (England) as a continuation of the 'Krist-Al' and of Guido von List.

I have studied these runes over the past three years and they do have some form of meaning which can be logically followed; they are made up of mainly 'direction' and of a 'centre' (Ing-Rune), but also of 'direction' not found in the other rune-rows. They also contain a rune for Baldaeg and Heimdall not found in other rows. It is also interesting to note that the Haegl-Rune has been incorporated into the Sig-Rune as *Sighael*, which has some kind of significance as yet not recognised.



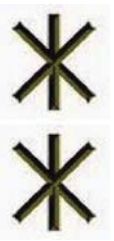
Only through the use of this ***Mother-Rune*** can the 33-runes of the ***Diamond-Crystal Rune-Row*** be revealed. This enfolds out of the Fylfot-Swastika or the Black Sun at the central point. Rather than the hexagon this unfolds out of the **octagon** - the Star of Freya. It is thus based upon the ***Number 8*** rather than the ***Number 6*** as with the other systems. The central point can be seen as the Eight-spoked wheel rather than the Hagal-Rune. This system has mysteries as yet to be revealed to us - mysteries that will follow on from the work already done.

Guido von List's revelation came through a mystical experience whilst he was 'blinded' after a cataract operation on his eyes - his ideas are verified by the *Seed of Life* and *Flower of Life* symbols used many centuries prior to this. The ***Hag-All*** is in fact the ***Wheel of Wr.Alda*** of the Oera Linda Book (whether von List knew of this I have no idea) but with the runes in the FUTHARK order (rather than the Roman order of the 'Running Script'), and with the staves straight rather than curved (the runes have always been straight). Rather than the ***wheel*** the

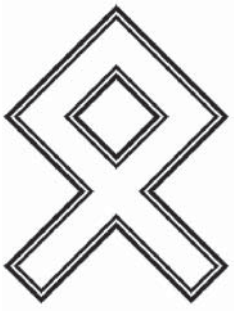
runes of the Armanen are within the ***crystal***. In the Oera Linda Book the 'Running Script' is on the Roman Alphabet order, and since the Frisian Rune-Row is the ***33 Rune-Row*** this alone casts a doubt upon this script - the Oera Linda Book should not be taken as historical fact anyway. (There may be some truths in this book, especially about the sunken lands called *Atland*, but much of it must be taken with a 'pinch of salt'.)

The Runic Symbolism of The Hooded Man and Wid-Ar the Avenger

This is the *Rune of The Hooded Man* which goes back to at least 1997 when I was given *The Helgi Mysteries* and this rune-symbol was specially carved on an Oak Walking Stick dedicated to this Mystical Experience. The drawing was done by Hamasson, and it is through a dream of his that I am now able to disclose further secrets of the *Mystery of The Hooded Man* that link to the *Mystery of Wid-Ar the Crowned and Avenging Son.* The above is a bind-rune and is linked to another symbol (which it contains within itself) which was also carved on the same Oak Walking Stick, but which also featured in a very mysterious happening at Wayland's Smithy some years ago.



To save time I have placed two symbols (Hagal-Runes) one on the top of the other, but the symbolism is joined in the original version. It thus makes an ***Is-Rune*** and two ***Hagal-Runes*** joined in one bind-rune, though (as I am going to show) there are a number of runes hidden in this one symbol. This symbol was also carved onto the Oak Walking Stick (Rune-Staff). Before we go into this we need to start from the basic ***Odal-Rune***.



As Hamasson has noted before the Odal-Rune represents *The Hooded Man* which we find from the rune-name -

OD-AL - OD-IN - THE HOODED ONE

In Hamasson's recent dream the ***Odal-Rune*** had a 'crown' on the top, in a V-shape, thus making the ***Ing-Rune***. I feel that this is one of the most important revelations to come out of these mysteries, especially at this time. We need to look at this symbolism again -

The Odal-Rune = Rune of Woden = The Hooded Man.

The Ing-Rune = Rune of Wid-Ar = The Crowned & Avenging Son.

This symbolism needs to be studied carefully, and we need to add to this that HelgiH is not only ***The Hallowed One*** but also ***The Hidden One***. If we go up to the first drawing of *The Hooded Man* we find that it has the added ***Wyn-Runes*** (back-to-back) making an alternative

Ing-Rune - the ***Wyn-Rune*** is the 8th rune, thus we have the ***Mystic Number 8-8*** added to the stave. So we can extend the above formula -

The Odal-Rune = Rune of Woden = The Hooded Man.

The Ing-Rune = Rune of Wid-Ar = The Crowned and Avenging Son.

The Wyn-Runes = HelgiH = The Spirit 88.

All of these concepts are contained in ***The Hooded Man Rune*** which, as I said, goes back to March 1997 which is exactly **18 years ago**! The original symbolism on the Oak Rune-Staff was a glyph of the *Caduceus* with Twin-Coiled Serpents, and the 'knob' at the top had 'wings' representing the ***Hale-Bopp Comet***, which was the root of these mysteries.

In the original Twin Hagal-Rune glyph the ends of the upright staff were slightly extended (done unconsciously) and here is the strangest thing, because this was 'corrected' by one of the strangest happenings at the Wayland's Smithy some years ago. This is the gist of what happened -

Both Thornna and my ex-wife had dreams concerning the date of November 10th that year, both within a few days of the Folk-Moot we held on that date. Thornna's dream was that an 'Aragorn-type figure' would be present at the moot, and my ex-wife's was that a long-haired man with a black dog would attend the moot. Indeed, this turned out to be the same figure, that of a young chap with long hair and beard who claimed to be a 'druid'. It was not until we were sitting around the fire at night that I realised the significance of this young man - he was sitting with his Black Dog which jarred the memory of the dream!

This 'druid' stated that he had been on a tour around Britain and had come across four strange symbols -

A Black Dragon in Scotland.

A Red Dragon in Wales.

A Green Dragon in East Anglia.

A White Dragon at the Wayland's Smithy.

If this alone was not strange enough he then asked me about some runes he had had visions of whilst walking through the trees nearby - they turned out to be ***Anglo-Saxon Runes****. The runes were three main ones - Haegl (reversed), the Twin Hagal-Runes Symbol, and the Daeg-Rune. For some inexplicable reason he also pointed out to me that the upright stave on*

the Twin Hagal-Runes was level with the ends of the Xs on the stave. The other two runes were that of the Eolhs-Rune and Beorc-Rune.

The meaning of this has now come to light, many years after this experience at the Wayland's Smithy. I am now going to bring this to light -

The reversed Haegl-Rune is the 'Hail-Rune' - a rune of disruption and drastic change, which I see now as the drastic changes made by Woden's Folk after the (minor) disruption of the spring of 2014. It was through this disruptive input that these changes would come about. The central bind-rune of Twin Hagal-Runes represents Wid-Ar, the Crowned and Avenging Son, and also represents the coming Haeldom that he will usher in. The Daeg-Rune is the New Dawn which will come with the Folk-Awakening and the coming of Wid-Ar the Avenger. The two 'minor' runes represent the 'Resurrection of the Folk' (Beorc) and the Flame of Life renewed (Eohls) within the Folk.

It would seem that we have here a clear message of the coming appearance of the ***Last Avatar - Wid-Ar the Crowned and Avenging Son***. This may be that of ***The Hooded Man*** but in both the 'Robin of Sherwood' series and the Legends of HelgiH there are **three incarnations** of each -

Ailric of Loxley - Robin of Loxley - Robert of Huntingdon

Helgi Hjorvarsson - Helgi Hundingsbane - Helgi Haddinga

It is also clear to me that this appearance has been restated for a clear purpose at this time, and that things are quickening in this era.

I would like now to look at the symbolism of ***The Hooded Man Rune*** in regard to it as a bind-rune of other runes. Here we have an array of runes all bound into this same symbol -

Isa-Rune

Ken-Rune

Eohls-Rune

Calc-Rune

Ing-Rune (three variants)

Odal-Rune

Gyfu-Rune

Hagal-Rune

Rad-Rune

Sig-Rune

Ger-Rune

Nyd-Rune

Eh-Rune (Younger Futhark/Armanen)

Wyn-Rune

Thorn-Rune

Feoh-Rune

Aesc-Rune

Ior-Rune

Eoh-Rune

Tir-Rune

The Twin Hagal-Rune Symbol - This contains the basic runes of an ***Is-Rune*** and two ***Hagal-Runes*** both of which suggest cold (Is = Ice & Hagal is Hail {Snowflake}). They both suggest the element if **Ice**. Yet when the two Hagal-Rune are joined we get the ***Ing-Rune*** which is the ***Rune of the Inga-Fire (Agni-Fire)***, and when we take this as an ***Odal-Rune and Ken-Rune*** added to the top of it, we again get the element of Fire. Indeed the ***Ken-Rune*** is the 'King-Rune' and thus the 'Crown' added to it (Hamasson's Dream). This is the ***Rune of the Kon(ungr)***. What we have in all is the balance of Ice and Fire (balance of Darkness and Light) in the same symbol.

To ***The Hooded Man Symbol (Odal-Rune)*** we have added the 'crown' (of Wid-Ar) which transmutes this figure into the ***Crowned and Avenging Son*** (Ing). This suggests to me that *The Hooded Man* (in one of his aspects or incarnations) appears before the coming of the Avatar, and that he does so in order to prepare the way for His Coming. This may also be true of Helgi Hundingsbane who comes before the coming of Helgi the Haddinga. We have here the theme of an aspect of the god Woden appearing in order to prepare the way for ***He Who Returns*** as the ***Prophet of Wid-Ar***.

We have seen here how the drastic changes we have been forced into making are necessary and guided by the Will of Woden. Our ***Divine Mission*** is to create a new ***Folk-Religion*** and these changes have been made in order to do that, and to extend this beyond the boundaries of England.

The ***Odal-Rune*** is itself made up of a Gyfu-Rune ('gift') and an Ing-Rune (Ing), thus ***'Gift of Ing***'. This is important because it is ***Ingwi*** who is the driving-force behind these mysteries and it is the ***Spear of Woden*** (Gungnir = 'Gift of Ing') that is the weapon wielded by ***Parsifal*** **(The Hooded Man - Pure Fool)**. This links the Odal-Rune to the Gar-Rune.

The central rune of the symbol is the ***Ger-Rune*** which is the Cyclic Rune and refers to the balance of the two opposing forces (Light & Dark - Fire and Ice). The balance is held in -

The Hooded Man

The Sword Albion - England

Albion is England, which is the **Seventh Sword of Wayland** made up of the ***Six Tribes of the Inga-Folk (East Saxons, West Saxons, Swedes, Danes, Norwegians and Wolsungas*** - all of whom came here to Albion to unite under the ***White Dragon Banner*** under the Folk-Nation of England.

Hael Wid-Ar! Hael the Crowned & Avenging Son!

"When the Ice of the Darkest of Night melts away under the Fire of the Black Sun of the Inner Earth, the Poisoned Apple shall fall away, and the Sleeping-Goddess shall awaken, throw off her White Wolf-Skin and arise renewed by the Golden Apples of the Immortals. When the Moon is under her feet and she is clothed in the Golden Sun, she shall bring forth the Divine Child of Light who will lead the English Folk in their Divine Mission against the Servants of Darkness."

Prophecy 88 - November 9th 2014.

The Solar Eclipse of March 20th - the Spring Evennight - was due to a 'Super-Moon' we are led to believe. The August 11th 1999 Solar Eclipse was the Divine Wedding of the Sun and the Moon in the House of the White Dragon, the time of the conception of the Age of Ing. The Spring Evennight is symbolic of the New Dawn and the balance of Light and Darkness (The Hooded Man).

The Mysteries of Ar

The *Aryan Root *ar-* means 'movement' or 'to plough' which suggests a link between the Arya/ Aryans and the first agricultural civilisations. We can perhaps see this reflected in the stars through 'The Plough' (Great Bear-Woden's Waen) and 'The Driver of the Plough' (Bootes-Ing). The term 'movement' suggests the turning of the northern stars around the Pole Star, and also the apparent movement of the Sun across the day-skies. The term A*rya* or A*ryan* is usually held to mean 'noble' but I would suggest this meaning developed from an original related to the 'Sun-Generator' or 'Light-Generator' and referred to the *Shining Ones* of various myths and legends, or at least the descendants of this god-like race.

There is a sequence which we shall now look at -

AR - ER - IR - OR - UR

From this we get the name Ir or Er which features in a Greek god who is the father of Atlas, thus connected to the World Column (holding the world on his shoulders is a symbol for this). But the same prefix is assigned to Irmin or Ermin who is the High God of the Saxon, and as we have shown the High God of the Arya. This name has variants in -

Arman

Irmin

Ermin

Iorman

Earman

It can also be found in the Saxon name for the Milky Way - ***Iring's Way*** - which is a title obviously meaning ***'Son of Ir'***. This name also features in the name **Ir(e)land** and its older name **Er-in**, which suggests that an Aryo-Germanic presence was in Ireland, also suggested by one legend of the ancient Milesians referring to the ancient castes of Ireland (which we shall go into another time.

We have five runes whose names connect in some way to this idea -

Ur

Ar

Yr

Ior

Ear

The first two can be found in the Common Germanic Futhark, and the first three in the Scandinavian rune-rows, but the last two are found only in the English Rune-Row, together with the other three. Likewise the first three can be found in the Armanen Runes of Guido von List.

The *Ear-Rune* and the *Cweorth-Rune* have the shape of the Irminsul - Column of Irmin - as do the Herne Giant (Cerne Abbas Giant) and the Long Man of Wilmington. The name ***Irminsul*** can be rendered Yr-Man-Sul and using the Armanen System the Yr-Man formula

contains the *Unity of Opposites* (Female-Male/She-He). This column can also be seen as the ***Ar-Man-Sul*** - the 'Column of Ar-Man'.

The ***Yr-Rune*** is associated with the Yew-Tree so it can be no coincidence that just a short distance from the Long Man of Wilmington is an ancient ***Yew-Tree*** and that the area next to the hundred in which the Long Man features was known as the ***Tree of the Helmed Waendal***. We can thus see that the Yew-Tree has associations with Waendal, and perhaps also to Irmin (Yr-Man). Being evergreen and able to completely renew itself this tree is symbolic of resurrection and of immortality.

Returning to the ***Yr-Man*** idea this formula (of Miguel Serrano) is the basis of the *Union of Opposites* symbolised by the Life-Rune (Man) and the Death-Rune (Yr). The fusion of the two runes creates the ***Hagal-Rune*** or ***Heil-Rune*** and it is thus strange to relate that a name associated with the Herne Giant in Dorset is ***Heil*** - a name which has baffled scholars for many years. (It does not fit with the 'Celtic' image of this hill figure.) The figure is a very ancient representation of the ***'Club-God'*** who is the god associated with the Mannerbunde, and whose image can be found on the coat-of arms of the Wandel Family.

I have shown before how the figure of the Herne Giant reflects the constellation of Orion the Hunter which is a 'winter constellation' and which thus symbolises the direction of 'death' since this is in the west of England. The Long Man is in the east of England and symbolic of 'new life' and of the spring-summer months (seen in its being symbolic of Cygnus the Swan). In these two hill-figures we can find the idea of Life-Death or ***Yr-Man*** and in the Solar-Phallic form of the Herne Giant we can see represented regeneration from apparent 'death'. (This is also apparent in the Long Man which has a 'phallus' above it in the form of a Long-Barrow ending in a Round Barrow, which apparently points to the head of the hill figure and across to the White Horse/White Hind on Hindover Hill to the west of the figure.) That the two hill-figures are connected is seen in the Long Barrow (comet-shaped) which is to the east of the Long Man, named ***'Hunter's Burgh'*** suggesting the ***Hunter-God*** (Orion-Woden).

The idea of Life-Death also suggests a beginning and an end, or the first and the last, and this is suggested by these two hill-figures, one in the East (Beginning-Dawn) and one in the West (End-Dusk). I have shown before how the ***Black Sun*** of August 11th 1999 heralded the conception of a new world-age - the Age of Ing - and also the coming of the Last Avatar and Incarnation of Woden (as Wid-Ar) on this Earth. Wid-Ar is the *'first and the last'* the *beginning and the end'* as prophesied in various traditions. I have also suggested that the area around the Long Man of Wilmington is a ***'Time-Clock'*** put there by the ancient ***Shining Ones*** which was set to awaken our times through the appearance of the Hale-Bopp Comet in 1987, which brought to us the *Helgi Mysteries.*

The ***Ior-Rune*** shape suggests a 'windmill' and here we may well find a link to Waendal/Mundilfore who is the turner of the World Mill. The rune has been associated with

Iormungand (Jormungand) whose name can be rendered ***Ior-mun-gand*** which can thus mean 'Wand of Iormun' and even 'Wand of Irmin' perhaps. We could see this as the *Cosmic Axis* - 'Wand of Irmin' - around which the stars turn, and thus equate Irmin with Waendal-Mundelfore. (For what it is worth the area above the Long Man is named 'Windmill Hill', though no windmill exists there today, though there may have been one in the past.)

I have also shown before how the Long Man is the *April Fool* or *Divine Fool* associated with Parsifal-Hamlet-Lohengrin and thus *The Hooded Man.* My good friend and comrade Hamasson has suggested a link between the Odal-Rune and The Hooded Man, due to the shape of the rune itself. This is emphasised by the name ***Od-al*** since in Kent the ***Hooden-Horse*** (pronounced as ***uooden-horse*** as in the true pronunciation of ***uuoden*** (i.e. 'odin' as the Scandinavians pronounce the name). In ancient symbolism the rounded shape similar to the Odal-Rune was symbolic of Atlas holding the world upon his shoulders - we are back to the *Upholder of the World-Pillar.* The name 'Atlas' suggests ***At-al-As*** which would mean 'Racial Ase', especially if the rune is connected to him via its shape.

The *Yr-Rune* when drawn in its ur-glyphic form shows an Ur-glyphic Irminsul within the Ur-Rune (Primal Mountain) and this symbol is also known as the ***Ang-Rune*** in this form, symbolic of the *Three Royal Lines of Anglia* This has a 'trunk' (Waelsingas) and twin 'branches' (Wulfingas-Heodeningas). We can find evidence of this through names on the east side of England, i.e. Ancient Anglia - Wuffingas of Suffolk, Waelsingas (Walsingham) of Norfolk, and the Haddingas (Heodeningas) near Edinburgh, the area now in Scotland once known as 'Saxony'.

The ***Aryan Root *ar-*** is also the root of our word 'year' which itself suggests the movement of time through the seasons, and thus Cyclic Time. The God of Cyclic Time is Waendal-Mundilfore who moves the World Mill, and whose son is Hama-Heimdall who incarnated in order to save the Ancient Wisdom and to recreate the Divine Social Order of the Gods. Hama was thus born of Nine Wave-Maidens ('Music of the Spheres' - sound waves) and is an 'avatar' or 'archetype' that is resurrected at certain times of the Cosmic Cycle in various forms to fulfil a destiny.

The Germans prior to World War II resurrected the name ***Ara-Hari*** as a Solar-God, and the name contains **Ar** and **Hari** which are rooted in the same meanings, the latter a name of Vishnu as the 'Blonde God'. This is also connected to Woden since the title **Har** may be rooted in ****haihs*** which means 'one-eyed' or 'blind'. We use this in Woden's Folk in an Invocation of Woden, based upon the same type of mantra as used by the Hari Krishna, but with a different tune and layout, ours based upon ***61 Words of Power***, the Number 61 being that of W-O-D-E-N.

The **Root *ar-** can be found in so many variations and words that give us insights into its many meanings and many levels of meaning -

Ar - Er - Ir - Or - Ur - Yr - Ear - Ior - Har - Hari - Hara - Heri - Herian - Aryan - Arya - Hera - Heru - Hero - Hor(us) - Herne - .....

In the Eddas we find a strange phrase ***ar var alda*** which crops up in one instance in the Helgi Lays, and which is sometimes translated as 'in ancient times' but which could be perhaps better translated as referring to the ***Ur-Time*** or ***First Time***. The aim of any form of ritual should be to connect to this **Primal Time** or **First Time**. The words seem to be connected to the title ***Uralten*** and to the ***Wr.Alda*** of the *Oera Linda Book.* These names would mean roughly - ***The Primal Old One*** or ***The Primal Ancient One***.

The form **AR** is a reflection of **RA** which is, of course, the Egyptian name of the Sun-God, and **Ara-Hari** seems to have been a name used of the Sun-God. We have two examples of this type of 'reflection' in **THOR-ROTH** and in **TIR-RIT** both cases being god-names and symbolism connected to that particular god. The word **ara** contains both **AR** and **RA** which may not be a coincidence.

The *Ar-Rune* is named as *Ger* in the English Rune-Row and *Jera* in the Common Germanic Futhark. These all refer to 'year' and to 'that which completes a cycle' and thus to cyclic time, which we have already looked at in connection with Waendal-Mundilfore. Both the yearly cycle and the Precession of the Equinoxes have the Sun as the central marker, around which the zodiac revolves - either clockwise (yearly cycle) or anticlockwise (precession).

Irmin is the *Aryaman* of the Hindus, the *Airyaman* of Iran, *Eremon* of the Irish, and many more such names throughout the areas of the Indo-Europeans. This indicates that **ER-IR** can be replaced by **AR** and that this is a valid god-name that can be used, just as the **Armanen** uses the title **Ar-Man** which is a form of the *Divine Ancestor* or 'proto-man'. The name is often used of the **Arya** or **Aryan Man** which was a title used of the *Twice-Born* i.e. the ***Initiated Ones***. The *High God of the Arya* was thus named ***Ar, Er or Ir*** with many variations in sound.

The name ***Arya*** has also been used of the *High Goddess of the Arya* and we may well have an example of this ancient concept in the Old English charm for a 'Land Remedy' where we find the invocation -

Erce, Erce, Erce, Mother of Earth....

The title ***Erce*** fits well with ***Er*** or ***Ermin*** who could be *'the Almighty, the Lord everlasting'* mentioned in the same text. We have thus a male-female pairing of ***Er-Erce*** if this is how the text originally worked. This same charm has the following invocation -

Hail to thee, Earth, Mother of Men!
Be fruitful in God's embrace,

Filled with food for the use of men.

The term 'God' has obviously replaced a heathen god-name here, and in the *Robin of Sherwood* series this was rendered -

Hail to thee Earth, Mother of Men!
Be fruitful in the embrace of the Sky-Father!

The latter is perhaps nearer to the true version and the 'Sky-Father' would be Tiw or Irmin, or even Woden as the chief god of the AEsir.

It has been said that the name ***Erce*** is Greco-Latin rather than Old English, but this emphasises what has been said rather than negating it. If this is so then it is akin to *arch-* or *arche-* which refers to 'beginning' from which we get the term *archetype* which means 'Primal Type' or *Ur-Type.* We are left with the conclusion that **Ir, Er, Irmin, Ar, Ar-Man** is a very ancient title of the *High God of The Arya*, and the Saxon Nation were Aryans since their god was Irmin.

Odroerir

The symbol known as *Odroerir* is that of three horns intertwined to form a left-handed Trifos (Three-Armed Swastika). The symbol is very much akin to the Walknut which is made up of three interlaced triangles, for the above can be seen as three interlaced circles when the horns are extended. The 'spin' (on our version, drawn by Siegmund) is anti-clockwise or anti-sunwise ('widdershins' *) and thus goes against the flow of time which moves towards decay and death. This is important when we consider the runes that we have placed on the horns.

(* 'widdershins' stems from 'widder' which is a Germanic term which actually means 'to return' and this is thus symbolic of the return to the origins or the Ur-Time.)

***Ansuz - Laguz - Uruz :* ALU *:* these runes move backwards or downwards back to the source (Ur-Source) or origins (Ur). ALU is thus the magical force that seeks to return to the source. The formula also tells us that we start at *Ansuz* (Odroerir) which is 'The Light of the Gods' and move through *Lagu* (Son) which is the Blood Memory and then down to *Ur* (Bodn) which is the Earth - this formula draws the *Spirit of Light* down to the Earth.**

The 'Dancing Warrior' shows Woden leading a Warrior-Dance of the Ulfhednar Warriors. Here we see Woden with Twin Spears, but the important point to note is the symbolism of the horns -

1. The Solar Horns which are made up of Twin Serpents ending in the beaks of birds - symbolic of the Priest.

2. The Lunar Horns or *Hero's Light* which are the twin horns pointing downwards and representing the Warrior.

Combined in this symbolism is the aim of the Aryan Warrior - the ability to fuse the Solar and Lunar Powers in the individual. The Sun lights the day with its powerful rays, and the darkness of night is lit by the reflection of the Sun onto the Moon. The Sun's rays are reflected into the Inner Consciousness - into the Darkness of Night - through the Lunar Horns.

***The Gateway to Thule* -**

- **The 'ego' is combined with the Self (Selbst).**
- **The individuality of the rational consciousness is moved closer to the Sea of Unconsciousness without its ceasing to be conscious.**

- **The Light penetrates into the Darkness of the Unconscious, moving from the Golden Sun of Daylight and the rational consciousness into the Black Sun of Individuation.**
- **The *Centre* that appears there is the *Self* which is a circle whose circumference is everywhere and whose centre is nowhere.**
- **The *Wafeln* (Light of the Rational Consciousness) sails beneath the surface of the Sea of the Unconscious with its lights full on.**

The term *Odroerir* can be rendered *'Wod-Roarer'* and refers to the *Woda-Force* which is that of 'Divine Madness' or 'Divine Intoxication', linking this force to that of the ALU-Force. At the top of the Aryan Tree is the Eagle whilst at the base of the Aryan Tree is the Serpent. The link between the two, and the pathway between the two is the squirrel Ratatosk which means -

***Rata* = rapture, ecstasy, or orgasm.**

***Tosk* = tusk, probably meaning 'double'.**

This symbolism is also connected to the ecstatic trance, to orgasm and thus to the Tantric Rite as shown in the *Myth of Knit Mountain.* The term 'tusk' which may symbolise 'double' hints at the upward-downward movement of ALU-ULA and the squirrel running up and down the Aryan Tree (Spinal Column).

The basic concept of the Kundalini (Kan-Force) is to move the Shakti-Force (Base of the Spine - Coiled Serpent) up the Spinal Column to unite with the Shiva-Force (The Eagle or Winged Coiled Serpent). The Sun and the Moon are united in the Sacred Wedding. In Folkish Wodenism Freya (Coiled Serpent) is united with Woden (Eagle-Winged Coiled Serpent).

The colours of the *Horn Triskelion* are -

Black - Uruz - Wyrd

Red - Laguz - Werdandi

White - Ansuz - Sculd

The secret of the ALU-ULA and the *Three Horns* or *Three Cauldrons* is to chant the rune-names whilst meditating upon the *Power-Centres*, and to experiment on the tones used for ALU and ULA, remembering that scale is always used in musical work - *Do-Re-Me-So-Fa-La-Ti-Do* - which is a seven-scale returning to the original source. Likewise with the ALU-ULA chant where the sound varies for each power-centre.

Uruz - Earth

Lagu - Blood

Ansuz - Spirit-Inspiration

(Note: the term 'in-spir-ation' contains the essence of 'spirit' so it is valid to equate this centre with 'spirit'.)

Just as Ratatosk 'scurries' up-and-down Iggdrasil the movement should be up-and-down' the Spinal Column or Mount Me-Ru/Mount Su-Me-Ru. I have here used the alternative name *Su-Me-Ru (Sumeru)* because of its root-meanings -

***SU* - To generate, to produce/to agitate, to drive, to move swiftly.**

***ME* - To measure.**

***RU* - 'rune', secret, to roar, to whisper.**

'Mount Me-Ru' (in our Folkish Wodenic Lore) thus means *'Measurement of Runes'* and 'Mount Su-Me-Ru' means *'Generate the Measurement of Runes'*, through the movement of this energy between the 'cauldrons' or Power-Centres using the Spinal Column (or rather its unseen counterpart). The idea of 'moving swiftly' comes through the symbolism of Rata-Tosk which is the power of ecstasy and rapture produced by the movement of energy. There is a subtle play-on-words here because the *Aryan Root *su-* is the root of 'sow' which is a pig, and the 'tusks' are that of the Boar.

Odroerir is based upon the *Od-Force* also known as the *Odic-Force* or the *Odil-Force* which is also associated with the *Odal-Rune* or *Edel-Rune.* Again, this force has different variants -

Adel - Edel - Idal - Odal - Udal

The first and the third letters can be interchanged, but the root-form is always *DL* though this can also be rendered *TL* or in the Old English *THL*. As the rune-stave itself shows this is the 'Gift of Ing' since the stave is made up of a bind-rune of *Gyfu* and *Ing*. The *'Gift of Ing'* is associated with fire, and thus the *Fire-Serpent.* In Indo-European usage our 'fire' refers to the element of fire, but the term *igni* refers to the force or power behind this, and thus *Inga* (as a reflection of *Agni*) refers to fire as a force or energy.

The 'Racial Homeland' idea in the name 'At-al-land', the *Aryan Root *at-al* meaning 'race, also appears in the root-word *THL* which suggests 'Thule' and the Place of Origins. This is why the Odal-Daeg runes are placed as they are, and are interchangeable in the rune-row, i.e. Odal-Daeg or Daeg-Odal. The Odal Rune is the Rune of Thule and the Origins, and Daeg is the Rune of the New Dawn and of the New Cycle of Ages. Odal suggests the rising of Thule-Ataland which has been recorded in various ancient legends.

In the Old English version of the Daeg-Rune we have Twin Staves (Gateway) with the Gyfu-Rune within, thus the 'gift' being the 'Gateway to Thule'. This is also shown in the *Long Man of Wilmington* which has Twin Staves and faces towards the North and to Thule. This is another 'Gateway to Thule'. Thule (as Hyperborea) is associated with the Swan, and the Swan is associated with the 'Third Eye Centre' which here we have symbolised by the *Ansuz-Rune*. This is why the Ear-Rune is associated with 'earth' and the Cweorth-Rune with 'fire' (transformation) and the Long Man with Cygnus the Swan. The Swan represents transformation since it starts off as a duckling and is transformed into a White Swan. This is symbolic of the evolutionary transformation into the *Superman.*

Using the Ansuz-Rune (Ancestral Rune) or the AEsc-Rune is fitting since this is the 'First Man', and ancient legends see mankind with the Third Eye opened and the Pineal Gland functioning, which does not apply today where this organ has atrophied. The *Aryan Root *as-* means 'to breathe', 'exist', 'live', 'to be' and represents *Being* whilst the Base-Centre - Ur - is linked to Wyrd/Urd which is a word meaning 'to become', thus representing *Becoming.* The 'First Man' represents the *Aryan Archetype.*

The *Triskelion* symbol suggests turning and thus becoming ('wyrd' means 'to twist', 'to turn' and 'to become'), and in the way we have used it this refers to returning to the source - turning against the flow of time. The 'fusion' of opposites (Sun & Moon) is the union of Shakti & Shiva (Freya and Woden) which takes place at the upper centre (HE/SHE) and going beyond this stage means crossing the abyss (through the Black Hole-Black Sun) where this union becomes a separation and the 'I' is transformed into the *Absolute I.*

The three horns also represent the Three Worlds - Asgard-Midgard-Hela - which (as the symbol hints at) are linked together and not separated. These are really the three levels, each containing three worlds, making the Nine Worlds of Norse Mythology. We could see each of these 'Horn-Centres' as having three centres within each, making the Nine Wheels (Chakras) of the Miguel Serrano system - thus 3 x 3 x 3 which makes 27, a number which comes within the sequence -

27 - 54 - 108 - 216 - 432

The number 432 is linked to 432,000 which is the number of years in the Kali Yuga and the number of Einheriar that leave Valhalla to fight the final conflict. The Number 27 is linked to kingship (Kon) and to fire, and thus to the idea of the *Awakened Ones*. Woden's Warriors go to Valhalla in order to be resurrected again and again, age after age, to continue the Holy War against the Dark Joten - the Forces of Darkness and Chaos. They are the *Bodhisattvas* or *Enlightened Beings* who are resurrected at will when they are needed, but who exist outside the Cycles of Time.

Odroerir is the *Mead of Inspiration* given to us by the Gods, but it is also the container of this Holy Mead. When we raise the Mead-Horn this is not a mere 'toast' but should be a Magical Gesture where the Mead is 'charged' by the power of the gesture made when hallowing the Mead-Horn (the Holy Fylfot in our case) whence this power is then taken into the Folk-Ring as the Holy Mead is drunk by those present. This applies to our Wodenic Rites and to the Symbel. This is where the ALU-ULA Formula links to the Ancestral Power and to the Wyrd of the Group.

The Formula ALU-ULA is simply a reflection of the two terms and thus a form of movement between two worlds or dimensions. There is also a numerical secret within this formula directly connected to what we have already said -

Ansuz	**=**	**4**	**(4th rune)**
Laguz	**=**	**21**	**(21st rune)**
Uruz	**=**	**2**	**(2nd rune)**

The number for ALU and ULA is thus 27, with the whole formula adding to 54, and from this we get -

54	**x**	**2**	**=**	**108**
108	**x**	**2**	**=**	**216**
216	**x**	**2**	**=**	**432**

The number 432 is symbolic of 432,000 which is the number of years in the Kali Yuga, and the number of Einheriar Warriors that leave Valhalla led by Woden and Ragnar Lodbrok. The Number 27 is also 3 x 3 x 3 and associated with Kingship and with Fire (Kon - Kan). This is an *Ancestral Rune Formula* as we stated long ago but is also connected to the *Three Horns* or *Three Cauldrons* and to the *Walknut* ('Wolf-Knot') which is the symbol of the binding of the Woden Initiate to Woden - the Ancestral God.

In the Chakra system animal symbols are used for certain chakras, and we could perhaps do this for the *Three Cauldrons* -

Base Centre - Hara - Earth Centre = The Black Bull (Aurochs) = Ur

Sun Centre - Solar Plexus/Heart Centre = The Red Stag = Lagu

Head Centre - Third Eye Centre = The White Swan = Ansuz

This is just a thought and will need meditating upon carefully, but it gives an idea based upon logic. The Base Centre could also be the *Serpent* and the Head Centre the *Eagle* since these are symbols linked to Yggdrasil. Yggdrasil, which breaks down into three distinct parts -

Ygg = Woden 'The Terrible One', Ug = Rudra 'The Terrible One'.

Dra = to twist. to turn, to wind i.e the dra-gon or winged coiled serpent.

Sil = the Sun.

Yggdrasil - the *Sun-Dragon of Ygg.* Which equates with the Irminsul which also breaks into three distinct parts -

Ir = Ar.

Man = Man.

Sul = the Sun.

Irminsul is the *Sun-Man Ar* and the fusion of opposites that creates the *Haeldom*, and is the High God of the Saxon Nation - Irmin-Arman. On the Sutton Hoo Helmet the Serpent moves across the top of the head meeting the Eagle-Swan-Dragon at the Third Eye - this is a cultic mask dedicated to 'The Masked One' - Woden - and to the Warrior Initiation by the god Woden.

The Life-Rune (Eolhs- Man) and the Death-Rune (Calc-Yr) together make the Hagal-Rune and also the *Wending-Horn* which is the 'turning-horn' since the root **wend* means 'to turn'. The *Triskelion* is also a 'turning-horn' as seen by the symbol of the three horns turning *widdershins* against the flow of time and backwards to the source and origins. The Haegl-Rune that we use in the Ar-Kan Rune-Lag also contains the male-female union as seen in the rune-stave itself, and it also contains twin Ur-Runes reflected one above the other.

All around England (and Britain for that matter) have been found Golden Torcs from the Iron Age 'Celts', which we have shown to be in great part a Germanic Folk kindred to the Saxon English. The word 'torc' means 'to twist' or 'to turn' and the symbol is made up of twisted gold wires which make the form of a 'rope'. This itself should be significant for the 'torc' worn around the neck can only be a symbol of the hangman's rope and thus of Woden as the *God of the Hanged.* By whatever name he was known at this time this is the same god - Woden or Wydion. The *Walknut* or 'Wolf's Knot' forms a slip-knot when made up with a piece of cord, and is also that of the *God of the Hanged.* The aethelings who wore this Sacred Gold Torc were obviously dedicated to the god Woden.

Woden is the *Great Initiator* and this is why the upper centre is linked to *Ansuz-AEsc* which is the Rune of Woden. The symbolism of the Ash-Tree is also significant since this tree reproduces itself through seeds contained in 'keys' which have

'wings' and the 'wings' are symbolic of the Eagle-Winged Serpent. The Ash-Tree can grown tall and mighty and is a noble tree representing the *First Man* or *Divine Ancestor of the Folk.* As I stated above the neck-centre is where the Golden Torc was worn by the aethlingas, but we should also note that the head-centre is where the Golden Crown was worn, which is a material symbol of the *hvareno* or *halo* - the 'Glory of Light' representing the Kon or Kingship - the Sacral King. Both centres are contained within the area that the Ansuz-AEsc Rune symbolises.

There are also three Gifts of the Gods which we can connect to what we are doing here -

Od - Gift of Hoenir the Stork-God - the Divine Inspiration or Divine Madness.

Ond - Gift of Woden - the Vital Breath & Spirit.

Litr Goda - the Divine Spark, Light of the Gods.

One thing that has long puzzled me is the main 'Roman Roads' (*) of Britain, the A1 and the A5, which both run out of the capital, London, one going into Scotland, the other going into Wales (thus linking the Three Nations), which are seen to reflect the Milky Way in these islands. We have WAN (Watling Street - A5) and WIL (Ermine Street - A1) but where do we find WAY (representing Weoh of the trinity Woden-Will-Weoh)? Logically this must run <u>southwards below London</u> and end somewhere along the South Coast of England.

The A5 Watling Street runs from London to Anglesey (Angle's Island) ending at Holyhead ('Holy Head'). The A1 Ermine Street runs from London to Edinburgh ('Edwin's Burgh' - a Saxon King). These roads are named after Wate/Wade, father of Wayland the Smith, and Irmin/Ermin the High God of the Saxon Nation (Arya). The area of the Milky Way where the junction of WAN & WIL connects to WAY (Milky Way) is around the Galactic Centre where there is a 'bulge' and this is seen to be around the area of Cygnus the Swan. This is the 'Dark Rift' or 'Womb of the Mother'. It is the area around which is the *'Greater Wolf's Jaws* and thus the area where Woden is 'swallowed' by the Fenris Wolf.

This information is taken from Otto Reuter who rediscovered the Saxon Sky-Lore, and in his work the bottom end of the Milky Way is pinpointed by *Lokabrenna* which is usually translated 'Loki's Brand'. This is the star we call *Sirius* and which was called *Samr* in Iceland and which is below the constellation of Orion the Hunter.

In a very interesting work called *'The Sacred Triangle of Pagan Iceland'* by Einar Palsson he dwells on the Pythagorean Triangle 3:4:5 and its use in Heathen Iceland and then Christian Iceland, and the knowledge hidden in such texts as *Njal's Saga*. In this he equates Sirius with the South Star (Samr) and to the 90 degree angle of the 3:4:5 triangle, the North Star with the 36 degree angle, and Capricorn with the 54 degree angle. He also goes deeply into the Number 216 which is 6 x 6 x 6 and its being an important number in Heathen Lore. Capricorn he associates with the Womb of Creation, Yuletide, and to the Number 27 (half of the 54 degree angle). I have shown how Capricorn was once seen as a *Gateway to the Gods* (a 'stargate' in

modern terms). We have also seen how the *Child of Light* is the 'Divine Spark' kindled in the 'Cave of the Mother' at the Yuletide, and in this same work we find that in Heathen Iceland this was connected to the *Phoenix* or *Fire-Eagle* which is symbolic of resurrection and renewal.

The twenty-seventh rune in the Ar-Kan Rune-Lag system (Ar-Kan Runes) is that of the Yr-Rune which is the 'Yew-Bow' and associated with the Yew-Tree, and I have (in another post) mentioned the link between Waendal, the Long Man and the Yew-Tree. This rune is also a glyph of the Y-shape of the Ur-Glyphic Irminsul, i.e. the Milky Way - and thus the 'Royal Roads of Albion' - enclosed in the Ur-Rune (Primal Rune). This is also YMIR - the 'Primal Sounding One' whose name can also mean 'hermaphrodite', i.e. HE/SHE as the Union of Opposites.

In this same book is mention of Egypt's early title of *To-Mera* which means the *Land of the mr* where the word *mr* refers to the pyramids, but more precisely the 3:4:5 Triangle that forms the meridian triangle of a pyramid - i.e. the triangle formed by a line from the central point to the tip, the line at the bottom that forms half the base, and the line from the tip to the side. This is interesting in view of our use of the term *Me-Ru* for the Sacred Mountain of the North, and its link to the spinal column and the *Three Cauldrons.*

The Mead of Inspiration was made of *Kvasir's Blood* which was fermented by spittle, a known agent of fermentation. This was the blood of a god, and this god was a God of Knowledge, so Odroerir must inspire knowledge and thus wisdom. The *Holy Blood* was mixed with the *Holy Mead* to make the *Mead of Inspiration* which must thus contain the *Blood-Memory of the Gods.* It is interesting to note that Woden had to undergo a *Tantric Rite* in order to regain the Sacred Mead from the Giants, when he slept with Gunnlod for three nights in Knit Mountain. It is also to be noted that the Sacred Mead was kept in a mountain - symbolic of the *Sacred Mountain.* He entered at the base of the mountain by shape-shifting into a *Serpent* and left at the top of the mountain by shape-shifting into an *Eagle*.

The *Serpent* in many ancient cultures was a phallic symbol which fits with the nature of this Aryan Myth. It is also interesting to note that the point in the forehead where the *Third Eye* is said to be has 'wings' - the two eyebrows above each of our eyes. Certainly we have clear information that Woden had only one eye, and there are many depictions of him less an eye; however, this could be symbolism and the original meaning could have been that he sacrificed the *Third Eye* which seems to have been the cause of the evolution of the *ego* and the 'I' which gives mankind self-consciousness and self-awareness, as well as the ability to think logically.

Perhaps it is time that Aryan Man regained the use of the *Third Eye* and now that he is self-aware and self-conscious he will be a god-like being once more, but aware of this godliness. Man is the highest being on the planet due to his higher consciousness and higher intelligence - or at least that is how it should be. As such he has a duty and a responsibility for all other life on the Earth and to aid the evolution of others - that it is how it was at one time, a long time ago, when the *Giant Race of God-Men* walked the Earth and helped other peoples, bringing them culture and civilisation. Unlike the 'Master Race' that seeks total domination of all life, and thus (in the process) destroys everything around it, Aryan Man was given the gifts to help and aid others and to bring harmony and fellowship to the world.

The Sacred Mountain and the Black Sun

These mysteries were revealed by a glass pyramid which I happened to buy in a local charity shop; this may seem a strange statement but to this day I do not know why I bought the object. I have been to Egypt many years ago and seen the mysterious pyramids and the giant statues of the pharoahs that look so European-like in their countenance, so have had a kind of fascination for these things. All I know is that the glass pyramid seemed to give out some kind of mystical 'aura' that I could feel when I put my hand above it, so I bought it on impulse.

The Glass Pyramid has the figure of Tutankhamun inside it with the name 'EGYPT', and it seemed to me to be like the *Glass Mountain* of Germanic Myth, even down to the 'Sleeping-King' within it! If we are to believe certain accounts that state that Tutankhamun had North-West European blood then this is even more interesting.

When I just looked at the pyramid from the top the shape that appeared was that of the *Gar-Rune.* This is that of a diamond-shape with an X-cross which breaks it up into four squares. This reminded me of the ancient make-up of Ireland with four counties, the central point being

Tara in the central and fifth county. Each was a kingship and in the Glass Pyramid, when looked at from the top, the figure of King Tut can be seen in both upright and reflection, suggesting that this kingship works in two dimensions or two worlds. This make-up and Sacred Kingdoms would not have been restricted to Ireland, but has remained in their legends and myths for us to see. The name Erin, Eriu, and Ireland are all connected to the word 'Aryan' but also to 'Ir' or 'Irmin'. This itself tells us that this land was occupied by the *Arya* just as the Saxons were *Arya* and occupied England. (Indeed, if my source was right, the remains of a Saxon settlement were found beneath the Viking settlement of Dublin, something that was never widely published - of course!)

I have shown in another post how the Gar-Rune is the rune of the *Sacred Mountain* with the X-cross as the *Four Sacred Rivers* that spring from the mountain. This is the *White Mountain of the North* which in Tibetan was the mountain of the *Nine Swastikas.* Mount Kailas *(The Swastika Mountain)* in the Himalayas is a physical representation of this Holy Mountain, and sacred to Shiva. The curved form of the X-cross in the Old English document actually suggests the *Four Sacred Rivers.* The biblical name ***Eden*** is itself interesting since it has to relate to the ***Edel-Rune*** through its root-sound. The Edel-Rune, of course, is the Rune of Thule-Hyperborea and the Rune of At-al-land.

It is also suggestive that both the Edel-Rune and the Gar-Rune can mean ***'Gift of Ing'*** since the Gar-Rune is made up of the Gyfu-Rune and Ing-Rune (G-Ung-nr) and the Edel-Rune is a bind-rune of these two runes. This also suggests that *Ingwe* was a very important figure linked to both Thule and At-al-land. We are going way back into the ancient past here, and in doing so we should not overlook the name ***Tara*** used of the Sacred Centre of Ireland, and thus originally the *Sacred Centre of the Arya.* The name is used of a goddess in Tibet - ***Arya Tara*** - and also as the ***Manu-Tara*** which is a legend from the Americas. We should now look at the name *'Tara'.*

Tar - to pass through, to bore, to penetrate, to turn.

- to lift, endure, suffer (also as ***Tal***)

- to tremble

These all suggest to me a link to ***Atlas*** who 'lifts' the world on his shoulders, and thus 'suffers' through his 'endurance'. He is the brother of Albion.

We can also break the name into -

Ta - to stretch

Ra - Egyptian Sun-God.

Arya Tara is a goddess known to the Tibetans, an 'enlightened being' in Buddhist terms; ***Arya*** is the ***Goddess of the Arya*** and certainly a valid god-name that can be used. She would go back into the distant times and land of Thule.

One of the greatest mysteries of the Pyramids of Egypt is the missing capstone of the Great Pyramid; we use the word 'missing' but this could just have well never been there at all, and suggests that the apex of the Great Pyramid is symbolic of the lost land of Hyperborea-Thule. This would suggest that this was also symbolised by a pyramid which itself was symbolic of the *Sacred Mountain* which was on the *Sacred Island* known as Scandi/Thule/Atala. This Sacred Island was divided into four parts, four squares, each a kingdom in itself, at the centre (Sacred Centre) of which was ***Arya-Tara*** which was the *Sacred Centre* or *Ur-Centre* and the original point of origins.

In *The Sacred Triangle of Pagan Iceland* Einar Palsson gives a rather convincing argument that some of the legendary names in Ireland stem from Greek roots, for example he cites *Niall* as *Nelius.* These names went to Iceland through Irish monks that settled there, hence *Nial's Saga* etc. There are some who see the Greek legends and myths as coming from Egypt and there is reason to suggest that there may be some truth in this. We have to understand that Egypt has a far more ancient past than we can imagine. It has been said that Scota - who gave her name to the Scots - was an Egyptian Princess, though the word 'Scot' more likely stems from **Aryan Root *scu** or ***sku** which means 'to cut' or 'to cleave' and is the same root as ***sak** from which we get the name ***Saxon***. But the Scots did come from the north of Ireland, and the Milesians from the area of Spain, or at least passed through Spain. Legends tell us that the Tuatha de Danaan came from the Far North, and this is a very ancient legend.

The Sacred Mountain has its reflection beneath it as the 'roots of the mountain'; it extends below the Earth as well as rising into the heavens. Its 'reflection' extends below and thus symbolises the *Inner Earth* where the Gods dwell, and which is the *Thule-Hyperborea-Agharti-Shambhalla* of myth and legend. This 'Lost World' is thus symbolised by the *Diamond-Crystal* which shines its light on this world from the 'Other-World' which has been 'lost' to us, but which remains in the *Memory of the Blood.*

'X marks the spot' has always been a common saying, and thus the **Mark X** must have been symbolic of something important in the past, maybe going back into very ancient times. According to our Sacred Runes **X** means a 'gift' and is associated with ***Gefion*** who is a goddess associated with the marking out of an area of land. From this I can deduce that the **Mark X** has always been used as the marking out of a land broken into Four Kingdoms - i.e. that this was the *Ur-Mark* associated with the *Ur-Lands* and the Sacred Island of the North.

In the *Spear of Woden* (Summer Sunstead 2015 Edition) I showed how the Gyfu-Rune relates to the *Legend of Lady Godiva* whose real title is *Godgifu* and whose tale may have more

importance than we can imagine. Godiva or Godgifu is the 'Bride-Goddess' and thus Freya who is wed to Ingwe-Frey. (Here, once more, we have a firm link to ***Ing*** and the ***Gift of Ing***, and since the 'gift' has always been the 'bride' then this refers to the Goddess Freya.) I also showed how this 'Bride-Goddess' (Godgifu) was also found in the tale of the 'Fine Lady' who rode a White Horse and is associated with Banbury Cross.

Now, I have shown long ago how Banbury Cross may well have marked the central point of England - the *Sacred Centre of England.* The name itself suggests this - *beran byrig* - since the word *beran* actually means 'to bear' and this suggests the *Sacred Centre* since the word *skambha* (from which we get *Shambhalla*) also means 'to bear' and relates to the *Sacred Pillar.* **So we have the Bride-Goddess (Gefion-Freya) associated with the Sacred Centre of England, just as Tara was associated with the Sacred Centre of Ireland.** It is also perhaps a 'coincidence' that Godiva was the wife of Leofric who was one of ***four*** important kings who ruled under King Canute. Here we have four kings (kingdoms) ruled by a High King (Canute). We should also note the name *Banbury* ***Cross*** which hints at a link to the Gyfu-Rune and the ***Mark X***. Again - **X marks the spot!**

Yet another *meaningful coincidence* today when I was sent a number of links to web-pages that concerned a crop-formation that appeared at Ox Drove near to Bowerchalke in Wiltshire. This formation was a ***Black Sun*** - the same as that at Wewelsburg except that the outer ring was changed to break the reversed sig-runes into four sections of three runes, and there were four small circles in the outer ring as well as the larger circle at the centre. These four circles, if they were joined by straight lines, would make a **X-Cross**. This circle appeared yesterday which was when I first started this post - 8th August 2015. The date makes the number 8 - 8 - 8 (8/8/2015) which has to be significant!

The name of the area, Bowerchalke, suggests a 'Chalk Chamber' since 'bower' means 'chamber' from the Old English *bur.* This may be a burial chamber that once existed in the area, or may still exist today.

This was after I had a very strange and seemingly long dream last night, the contents of which I could not recall upon waking, except that it ended as I opened a door out of a Glass Pyramid that I was in - the dream content I could not remember but I knew that it had given me knowledge that would be revealed soon. It was so strange to see this crop-formation and its symbolism the next day -

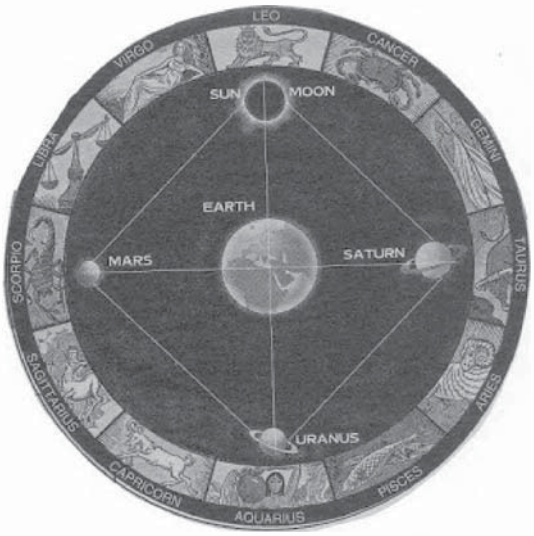
- The Black Sun.
- The alterations which broke the symbol into four sections, each with three reversed Sig-Runes.
- The Central Circle and Four Outer Circles.
- The X-Cross made by the Four Outer Circles.
- The name of the area - **OX DROVE**.
- The numerology from the date - **8-8-8**. The date was when this post was started.

What is even more strange is that the last piece I wrote yesterday was about Banbury, which is in **Ox**-ford-shire. The **Ox** is symbolised by the Ur-Rune and here we were talking about Thule-Hyperborea-Atland and the **Place of Origins**.

Before I am ridiculed for believing in some 'supernatural' force creating these crop-formations, I would be the first to admit that some of them may well be hoax's, since there has been widely-publicised accounts of certain people set up to do these. But I have kept an open mind on the subject since the time over 20 years ago that I witnessed what could have been the type of force that can create 'crop-circles'. This happened in the mountains of Snowdonia in North Wales when I was taking a hike over to Druid's Circle above a place called Penmaenmawr. It was a clear still day, clear blue skies and no wind whatever; as we approached a small broken stone circle we heard what seemed to be a 'buzzing' sound (both my ex-wife and I heard this), which turned out to be the 'chattering' of leaves on a dead tree the other side of a dry stone wall (remember this was a still clear day). As we looked at this it seemed like a kind of vortex-wind swirling around the tree, and then it began to move in a straight line through the dry stone wall, reaching an area of long grass (found in wet areas) a mere couple of yards away from us. **This vortex-wind instantly flattened the grass area into a circle!** It then moved in a straight line, whisking up dust and dead grasses etc. and ending in the stone circle about twenty yards away. Both myself and my ex-wife could feel that this force was 'alive' and 'conscious' and it seemed to be 'watching' us. It is hard to relate this because it sounds so unbelievable to those who have never experienced such things.

This was not in corn but in long grass, but the principle seems to be the same, and the grass was flattened in the same way as crop-formations and crop-circles. So I certainly feel - and know - that such formations can be done by some non-human force, since I have seen it with my own eyes. This was not the only time that I had witnessed the sound of 'buzzing' for it happened again in the same area, though on a road that led up the mountain and ended near to Druid's Circle. This happened in a grove of trees on another clear day with clear blue skies and no wind - but this time, although the day had been clear, just after this the skies went dark and a thunder-storm stopped us going up to the circle - which we took as an omen that what I was going to do needed to be done elsewhere. The 'buzzing' sound on both occasions was like the buzzing of a swarm of bees!

On August 11th 1999 there was a Solar Eclipse (Black Sun) and the *Daily Mail* clipping of this (which I have posted before) shows a central globe (Earth) with four planets in a **Cross** shape which may well relate to the Black Sun symbolism, since this is sometimes seen as a Zodiacal Symbol having 12 constellations around the Sun. (It should be noted that the usual 'zodiac' has been tilted so that Leo the Lion is at the northernmost point, otherwise the cross would be an X-Cross).



Daily Mail Cutting - August 1999

I have gone through this on numerous occasions in publications, blogs and on our websites but I will go through it here to clarify some points -

- *The Sun, Moon and Venus (The Morning Star) are seen in the House of Leo the Lion; in Norse Mythology this house seems to have been symbolised by a Dragon - the White Dragon.*
- *The 'Sign of the Son of Man' (the Ing-Rune) appears as the diamond-shape.*
- *In the aforementioned Crop-Circle of the Black Sun we find four divisions of three, and four small circles on the outer rim - this fits with the zodiacal signs and planetary conjunction shown here.*
- *This occurred on August 11th 1999 which was 16 years ago (8 + 8 = 16). This fulfilled prophesies that the Sun would 'turn black' (Solar Eclipse 8th August) and the 'hot stars fall from the skies' (Persied Meteor Shower 12th August).*

'When the Ice of the Darkest of Night melts away under the Fire of the Black Sun of the Inner Earth, the poison apple shall fall away, and the Sleeping Goddess shall awaken, throw off the White Wolf-Skin and arise renewed by the Golden Apples of the Immortals. When the Moon is under her feet and she is clothed in the Golden Sun, she shall bring forth the Divine Child of Light who will lead the English Folk in their Divine Mission against the Servants of Darkness.'

The Prophecy 88 - Wulf Ingessunu. (November 9th 2014).

This prophecy refers to the *Black Sun of the Inner Earth* and to the awakening of the *Sleeping Goddess* - Idunn - who is also named *Isa* or *Isais* (Isis in Greek Mythology). Her rune is the *Is-Rune* which is the Rune of Ice. (*)

(*) Many years ago I had a very vivid and spectacular dream of *The Avatar* immortalised in a ***Glass Dome***, awaiting the time for his 'resurrection'. This fits with the theme of the *Sleeping King* which is here paralleled by this prophecy of the *Sleeping Queen/Sleeping Goddess.* This 'Sleeping-Goddess' is Idunn, also known as Arya, and she is the *Soul of the Aryan Race* and the *Protector-Goddess of the Aryan Race*. It is the *Black Fire* of the *Black Sun* that will awaken her, and here we have a Black Sun crop-formation in an area of England, around 10 miles from Stonehenge.

'...from the other side he comes by Ilu's Hidden Sun
- then is the time.
In investigating the starry world,
look to the head of the bull. He brings the lance.
Weigher out of the star's measure:
From the head of Taurus to Aquarius.
Under the centre lies the Black Stone.'

Prophecy of Isais (reproduced from *'The Final Battalion'* by the 55 Club).

Somewhere there is a thread that connects all of this together but as yet it has not been revealed - the time has not come to do so. The *Black Sun* crop-formation at **Ox Drove** has some significance and is a sign to us in this darkest hour - a Sign of Hope.

Addition - August 10th 2015.

Last night I studied some of the stuff written about this crop-formation, most of which conveniently omits the fact that the symbol was used at the SS Ordenburg at Wewelsburg in the Old Saxon lands. A couple of the comments made were about the ***Lion*** presumably because August comes within the Constellation of Leo the Lion. There is also a connection between the ***Black Sun*** and ***August 17th*** though I will not go into details of this.

The classical interpretation of the constellation that rules this period is the Lion, but I have shown before how the northern tradition could have seen this as ruled by a *dragon* and since the summer period is ruled by a ***White Dragon*** (we have the name 'Whitsun' which means 'White Sun' and is around the end of May but goes through the summer months) then we have the ***Black Sun in the House of the White Dragon*** - which was the same symbolism as the solar eclipse of August 11th 1999, and also very near to the same dating 16 years onwards.

It is noticeable that 17th August 2015 would also be **8 - 8 - 8** (1 + 7 = 8, August is the 8th month, and 2015 adds to 8). It is then perhaps no coincidence that our next rite which we hold on August 17th each year has been altered this year from the 'Helgi Rite' to the 'Black Sun Rite'. This seems, to me, to confirm that this change is needed so we shall go on with this rite for this month.

It should also be noted that at this time of the year the Constellation of Cygnus the Swan shows right above us here in England, and that this constellation links to the Long Man of Wilmington. At one level this rune is linked to Wid-Ar the Silent One - ***'He Who Returns'*** - since this is the god who is 'resurrected' in order to avenge the 'death' of Woden at the hands of the Fenris Wolf.

The Gar-Rune - The link between the Sacred Mountain/Glass Mountain and the Gar-Rune brings us to the concept that this rune is the ***Beginning and the End - The First and the Last*** since it works very much like ***The Fool*** of the Tarot Pack, coming outside the four sets of eight runes. This is the *Spear of Woden* or 'Sacred Lance' that is symbolic of the Cosmic Axis. As the ***Beginning and the End - The First and the Last*** this relates to the god-force (Avatar) that appears at the end of a world-age or cycle, and is 'resurrected' at the beginning of a new world-age or cycle. This is the god we know as Wid-Ar who is the archetype of *The Hooded Man* or *The Divine Fool* (Parsifal). As the rune outside the 32 rune-rows this must be numbered **'0'** which would be ***The Void***, which itself hints at ***The Black Sun***.

Here in England the *Glass Mountain* is symbolised by Glastonbury - ***Glas-ton-burg*** in Somerset. This is a holy hill on top of which is a small disused chapel dedicated to 'St. Michael' who is a dragon-slayer, wielding a spear to slay the Dragon of Darkness. But this area is also associated with the Wild Hunt, if we are to believe the 'Celtic' legends of the area. Here we need caution though since the 'Celtic' name *Ynys Witrin* ('Island of Glass') was a very late edition and does not reflect the original name. It is thus just as likely that the 'Celtic' legend was also added much later, since the whole area was appropriated by the monks of Glastonbury, the legend of King Arthur added to it, and this was used to destroy the English Tradition by the Normans under William the Bastard and those who followed him - the true Saxon Kings and AEthlingas being replaced by the Norman-French-Breton lords.

That Glastonbury was chosen as the place where Christianity first got a hold here would not be surprising in view of its sacred nature as symbolic of the Sacred Mountain. As a former island, surrounded by water, it would have suggested the *White Island* which was the Ur-Land of our Folk. But since the Wild Army was sometimes said to ride out of a hill or mountain, the Welsh addition could have been merely added to an original Germanic Legend of this sacred hill, so we should not dismiss it. If so then the area would once have been associated with Woden as the Hunter-God.

The top of the Sacred Mountain of the North was said to be a Diamond-Crystal or Glass

Pyramid which shines its light around the worlds. This, in some eastern legends, is the *Light of Shambhalla* which is a kingdom within the Inner Earth, i.e. exists in a different dimension of time and space. In some old Celtic tongues the word **gar** means 'stone' and we can see here a link to the **Gral-Stone**. The Gar-Rune is one of the Graal Runes and represents the **spear**, coming after the Stan-Rune which is the **stone**.

The above shows another crop-formation of the Black Sun which appeared in 2014 in England. This is a variation, but the overall symbolism seems quite sound in that the 'Lightning-Bolts' point inwards suggesting implosion which fits with the Aryan Science symbolised by the Black Sun.

*I have mentioned the **Gift of Ing** many times here and elsewhere and I feel that we need to clarify this here. Our word 'fire' refers to the physical element of fire whereas the term we use - **Inga** - refers to the force or energy behind the physical element of fire. This would stem from the **Root-sound *ng** which invokes this force or energy and should be seen as a kind of 'mantra' or 'galdor' for this use. **Inga**, as Hamasson has pointed out, is the reflection of **Agni** who is a Fire-God of the Aryans. From his name we get our word 'ignite' related to the lighting of a fire, also the Latin **igneous** meaning 'fiery'. If we now relate this to the **Spiritual Centre** represented by the **Spear of Woden** and the **Sacred Mountain (Gar-Rune)** then this has to be the origins of the **Central Force** that we symbolise by the **Black Sun**.*

*The word 'pyramid' (as I have shown before) comes from **pyra** = fire, and **mid** = centre/middle, thus **Fire in the Middle**. Here we have a clear indication that the **Sacred Mountain** - symbolised by the **Sacred Pyramid** - relates to the force or energy of the **Inga-Fire** invoked by the **Root-sound *ng** and represented by the god known as **Ing** or **Ingwe**. He is the **Lord of the Elves** or the **Shining Ones** whose name suggests 'light' and thus a force of energy or 'fire'. In Wodenic Lore we have entered the **Age of Ing** and thus the **Age of the Inga-Fire**.*

*If the **Root-sound *mr** refers to the 3:4:5 Triangle, or more precisely the side '4' which would be the line from the centre of the pyramid base to the apex, then this would be the 'central axis' or the 'pillar' **(skambha**). Einar Palsson ('The Sacred Triangle of Pagan Iceland') related this to the 'Mother' which is 'matter' (symbolised by the Number 4 in most cultures). Side 3 is the 'Father' (Spirit) and Side 5 is the 'Son' or offspring (i.e. Ing). This line is thus **The Measurer** and here I am reminded of the Old English **Metod** who seems to relate to one of the Norns or Wyrd Sisters - 'The Mother'. We have a simple formula here related to Pythagoras' Theorum -*

'The square on the hypotenuse is equal to the sum of the squares of the other two sides.'

Thus - The Sun (5 x 5 = 25) is equal to the Mother (4 x 4 = 16) plus the Father (3 x 3 = 9); or the Sun is made up of Matter (The Mother) and Spirit (The Father). Thus Wid-Ar is the son of Frigga (Earth Mother = Matter) and Woden (Spirit). The number of 'The Son' is 5 or its extension - 5, 55, 555. (The name Wid-Ar, using English Gematria - A = 1, B = 2, C = 3 etc. - adds to 55.)

*If we see the human body as the **microcosm** and relate this to these ideas then the central point (navel) could be seen as the Central Pillar (Omphalos = Om-Phallus) which itself is linked to the Solar-Phallic God - Ingwe-Frey. This is the **Hara-Centre** and the **Ur-Source** or **Or-igin** - the **Source of the Inga-Fire** which is linked to the **Black Sun** or **Hidden Sun**. This is also linked to Woden as **The Serpent** at the base of the **Sacred Mountain** (Knit Mountain) - the serpent being a phallic-symbol in many cultures.*

*The **Spear of Woden ('Gift of Ing')** is symbolic of the World Pillar or Cosmic Pillar which is made clear when we note that the word 'spear' comes from a root meaning 'beam', which itself relates to a pillar that holds something up. We can find this symbolism in the legend of **Cuthman** -*

Here 'Cuthman' can be seen holding a pillar or beam which is to be the central beam of the church dedicated to him. His 'garters' make up the Anglo-Saxon Ing-Rune as shown here. We can deduce that Ingwe-Frey was connected to the 'pillar' or ***Sacred Centre****. As I have shown before, on the* ***Holy White Stone of Ing*** *the message is - 'Gift of Ing' (Gyfu-Ing runes) which is 'Fire' (Ken-Rune) -*

This stone reads from the bottom (Gyfu) to the top (Ing) and is found at Steyning ('Stone of Ing') in West Sussex. The Ken-Rune is the Y-shaped version, the 'crosspiece' being added at a later time, presumably to 'Christianise' the stone of heathen origins. This stone itself would represent a standing pillar which would represent the Holy Mountain - Om-phallus at the Centre of the World.

Referring back to 'The Sacred Triangle of Pagan Iceland' Einar Palsson mentions 'sixteen wounds' of the 'God of Grain' which is Osiris (Egypt) or Ingwe-Frey (Norse), as well as being the Krist in his true form. The line of the hypotenuse of the 3:4:5 triangle is thus extended to 6 to account for the '16 wounds' of the 'God of Grain. In 'Njall's Saga' the 'God of Grain' is represented by Hoskuldr Hvitanesgothi who is slain by 5 killers whilst he is sowing in a field dressed in a scarlet robe. There are two people named Hoskuldr in the saga, one as named above (Gothi of White Ness) and the other a 'Hidden Son' of Niall who dies of the 16 wounds. It is strange that 16 years after the appearance of the 'Sign of the Son of Man' this Black Sun symbol would appear.

These mysteries are as yet only partly revealed so this is not the end of this work; there are many things as yet to come to light regarding the Sacred Mountain and the Black Sun.

The Peorth Rune

The Peorth Rune is a very complex rune with many meanings at different levels. I am going to look here at some of the interpretations of the runes, some of my own and some from others who also study the runes. All runes have many meanings and no sole meaning can be given since they work at very different levels, though there is an underlying link between the meanings - as we shall see.

Rune of Wyrd - This is perhaps the most common interpretation of the rune, though the modern 'blank rune' (which has no place in the rune-rows at all) sometimes replaces this one. I have mentioned before how this rune could hide a play-on-words with the Old English *weorth* which would link it to the concept of *Wyrd* through the meaning 'to become'. The rune-name could well be linked to *Perchta*, a Germanic Goddess, just as the *Beorc-Rune* could be linked to *Berchta* and both rune-staves are subtly linked as will become clear later.

Birth-Rune **-** This idea seems to have been first suggested by Thorolf Wardle in a small booklet called *Rune Lore* which was published many years ago. In this he gives the usual translation of the Old English Rune Poem on this rune -

'Peorth is always play and laughter to the proud ones where warriors sit in the beerhall blithely together.'

Thorolf Wardle suggests this is a 'mistaken reading' and that the term *wigan* ('warrior') should actually be *wifan* ('wives'), and *beorsele* (beer-hall) should be *beorthsele* (birth-hall). Thus we have -

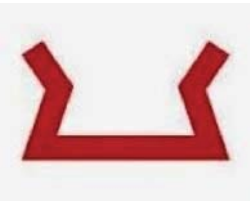
'Peorth is always play and laughter to the proud ones where wives sit in the birth-hall blithely together.'

Wardle thus suggests that the rune is linked to birth and this is suggested by the shape of the *Beorc-Rune* which is a glyph of a pregnant mother. The *Beorc-Rune* is thus an 'opened-up' *Beorc-Rune* which suggests birth. I will return to this theme later. The rune-stave itself looks like the posture of a woman giving birth.

On the *Volkish Runology Blog* Runebinder suggests that this is a glyph of a foetus, which of course it is - the shape itself suggests this. This fits with Wardle's suggestion that it is a birth-rune, although it adds another dimension to this since the foetus is a being that is forming and is born when fully formed.

On this point we should also consider the symbolism since 'birth' - and more especially the *foetus* in the womb - is 'coming into being'. Indeed, this suggests that this rune is not just the foetus, but also the womb in which the foetus lies - especially symbolic of the time of birth when the womb 'opens'. This rune is the *Beorc-Rune* opened up in the act of 'birth'.

The Dice-Cup - This is another meaning given to this rune and I am sure that this is also a valid meaning. Here I have to disagree with Thorolf Wardle in that the words of the rune-poem are a 'mistaken reading' for in my own opinion they are a play-on-words suggesting that both meanings are right. The reason that this rune suggests 'play and laughter' is because it refers to a board-game (Taefl) being played by the warriors in the beer-hall, and that the rune-stave is that of a *Dice-Cup* which was used for the game (though today the game is played without dice).



This is the shape that the dice-cup would have taken and which would have contained the dice to play the game. But it would seem that the stave not only represented the dice-cup but also the position taken up by those playing the board-game.

In the above we see two players with the Taefl-Board, each one 'sitting' (though there appear to be no actual seats) in the position of the *Peorth-Rune.* The poses seem clear, but this argument is given more weight when we look at the *Horns of Gallehus* -

There are eight figures shown on this horn in the runic-posture of the *Peorth-Rune* and if we look carefully at the figures we can see a link to the board-game and to the posture used for playing this board-game -

- **The top row shows three figures, two facing each other and one behind the figure to the right, a figure which is dog-headed.**
- **On the second row we have the same three figures, but this time between the two who face each other there lies a board (presumably a board-game), and the dog-headed figure has a 'lead' held by the figure furthest to the right.**

- **On the far right of the second row are two figures facing to the left with a serpent between them. The figure on the right is facing another serpent.**
- **On the third row from the bottom we have two men holding a board (-game) and beneath this board is yet another dog-headed figure holding the Peorth-Rune posture again.**
- **On the bottom row are what appears to be two boards and two dice, one above the other and both with three dots.**
- **It should be noted that the rune-posture is that of sitting (which may also suggest a link to 'sitting out' (utiseti).**

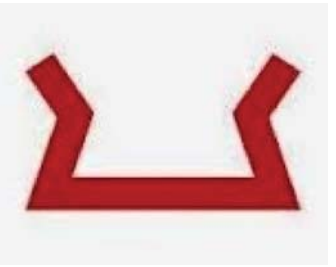
Anyone who has read the brilliant work of Katherine Kershaw on Odin and the Germanic Mannerbunde will see the connection that I am making here (which she does not make in the book). She mentions an ancient board-game played with dice and which the 'loser' was the 'dog' - it seems clear that the symbolism on the horn is that of a dog since it has a 'lead' and is thus 'tamed'. The game was linked to Rudra and to the Dark Goddess Kali, which shows how far we are going back. Kershaw also links this to Odin and the loss of his 'eye' - the dice having 'eyes' we must remember.

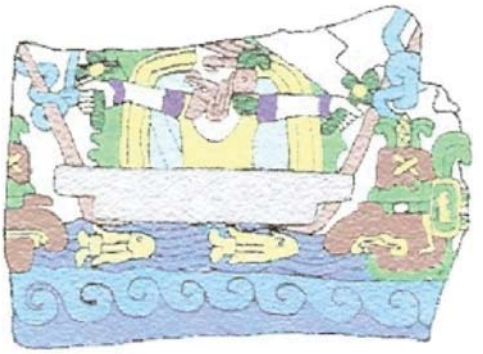
We have to remember that such dice-games were not originally played for 'fun' as is the case today, but represented a cosmic battle between the Gods and the Joten which has been played out eternally. And we should note here that although the Taefl game is not played with dice - which makes it a game of logic and skill - originally it would have used dice - which would have made it a game of 'luck' and 'chance'.

Although it is not obvious from what I have said above, there is here a suggestion of a link both to *wyrd* and to *birth* since the game of chance means that it is played as a means of ***seeing*** what could come into being which connects to both *wyrd* and *birth* both of which are linked to something coming into being. Basically, all of the above meanings are thus interconnected in a very deep and meaningful way, and the basic theme is that of ***coming into being or manifestation***.

What we have seen of the physical meanings of this rune now indicates a much deeper and more mystical meaning, that of anything that is ***coming into being*** or is ***coming into manifestation***. We move to the next idea -

The Swan-Ship of At-al-land **-** Here again the rune-stave must be turned on its 'back' in order to see the meaning I am putting here -





I have shown this Mayan Stela before and it refers to the 'White Gods of the Amercas' and here to a red-bearded white god holding two 'hammers' - suggesting the Thunder-God, Thunor or Thor. I am not going to go deeply into this since I have been through this many times before, but this is the ***Swan-Ship on the Waters of Chaos*** which refers to the end of a world-age. It would seem that after the sinking of At-al-land in the north-west the inhabitants ('Giants of Renown') escaped and wandered into various other lands, taking with them a highly advanced knowledge of science and the stars, and thus giving this knowledge to the natives of the lands they set their new home in.

That this was represented by the *Swan-Ship* is made clearer in many glyphs from Northern Europe where the ends are swan-headed and the ship contains a sun-wheel or a 'seed' (of rebirth). But on the above we can see serpents on the ship, which cam also be found on the horn too, together with the figures in the rune-posture.

Again, we have here another symbolism connected to that which is ***coming into being*** or ***coming into manifestation*** since the boat carries the 'seeds of rebirth' of a new world-age and new Cosmic Cycle. This is the symbolic meaning of 'Noah's Ark' which is not to be taken literally but as symbolic of the 'seeds' of new life being protected from the great flood, these seeds being the new life of the coming world-age. So the meanings of wyrd, birth, board-game (of chance) and Swan-Ship are all interconnected at a deep level, all connected to the

idea of birth, rebirth and resurrection, but not concerned with just the physical because this works on all levels.

Here we have an example of the use of the rune which has a vital and meaningful purpose in its symbolism. The *Swan-Ship* carries the *Spirit 88* (twin Wyn-Runes back to back, crossed by four lines each, this being symbolic of 'matter' and thus 'manifestation'). The Ing-Rune at the bottom represents the *Morning Star of the Wanir* inside which is the *Spirit 88* symbolised by twin Wyn-Runes but with three staves symbolising 'spirit'. The 'generator' is the ***Irminsul*** shown here as an ur-glyphic Irminsul of three arms (Woden-Will-Weoh).

Before I leave this subject I would like to look at the concept of Wyrd and its connection to the Wyrd Sisters or Norns. The Norns are usually seen to represent the past-present-future but this is better put by Garman Lord in *The Way of the Heathen* -

Wyrd (Urd) - *'That which is Woven'.*

Weorthende (Verdandi) - *'That which is Becoming'.*

Scyld (Skuld) - *'That which Shall Be'.*

This gives a far better understanding of the role of the Norns or Wyrd Sisters (Waelcyrge) but I would comment that rather than *'That which Shall Be'* we use the term *'That which Should Be'* since the former suggests some form of predestination, and the name 'Skuld' suggests 'should' too. Looking at it this way the future is 'set down' but not predestined as such, since it can be changed by those powerful enough to do so.

We should keep this in mind when using the runes since these too could be seen to be connected to the ideas above -

- *The 'weaving' of a 'rune-spell' using the runes sets down the purpose of the magical rite.*

- *The runes are 'charged' in order to fulfil the idea of their 'Becoming' or 'Coming into Being'.*
- *The purpose of the rune-spell would be the object of the magical rite, thus 'That which Should Be'. Again, this would be down to the rite being done rightly, and would thus be some change that should happen but which may not definitely come about (especially in the way intended).*

Notes -

1. Thorolf Wardle mentions an Old High German word *gipurt* meaning 'birth' which is cognate to the Old Saxon term *giburian* which means 'to befall', 'to happen'. and which is linked to the English *bairn* meaning 'child'.

2. The Old English rendering of the rune-poem for *Peorth* is thus -

'Peorth byth symble plega and hlehter, thaer wigan sittath on beorsele blithe aetsomme'.

We should note that the original version has the term *symble* in it which does suggest the beer-hall or mead-hall where this rite took place. Since this rite was designed to increase the *luck* of the tribe what I have said about *luck* being connected to the dice-cup is further underlined. The way the line is written would suggest not to discount it altogether as a 'mistaken reading' since the mention of *Symble* suggests the mead-hall or beer-hall. But we could go even further with this since it makes the idea of the *Symble* even more of an important rite and not just a 'social drink' or 'offering' - **it is designed to weave the wyrd of the group/tribe**. In this case the *Peorth-Rune* could be used as part of this rite, used in its full meanings as put together here.

3. In regard to the idea that *peorth* could also be rendered *weorth* - which is not out of the question when we consider the above ideas - the term *weorth* stems from an ***IE Root * war-*** which can also be rendered **** wal-*** with the following meanings -

- To speak, inform.
- To choose, to like, to will, to believe.
- To wind, to roll, to well up (as a spring).
- To cover, to surround.
- To be hot, to boil.
- To drag, to tear, to pluck, to wound.

The ***Root * war-*** gives us our 'wyrd', 'worth' and the Old English *weorthan* meaning 'to become', 'to be', 'to befall'. This is why the term *waelcyrge* could have been used in connection with the Wyrd Sisters. The idea of 'to choose' is also inherent in this root, as can be seen above; the Valkyries are the 'Choosers of the Slain'.

4. Since the rune is symbolic of the *Swan-Ship* it is thus linked to the Germanic Graal-Hero, Lohengrin, who appears (and disappears) in a Swan-Ship. He is an *avatar* or *chakravartin* which seems clear from his story. Indeed, it is most likely that this *Swan-Knight* was lifted from the original tale of Scyld Scefing or Scef since he is the shipborne divine child who first appeared on the shores of Scandi in the north.

5. It is clear that since our heathen forebears did blot or 'offering' before a battle they did not believe that the outcome of the battle was already preordained. They must have believed that they could influence the result through strengthening their *luck* by doing blot. This is also clear when using the runes, otherwise it would be of no use doing so anyway; their use is to create a change through the will of the rune-master. It should thus be noted that what we care to call 'prophecy' is not something that will definitely happen but something that could happen.

Waendal & the Cweorth-Rune

We have established before how the *Long Man of Wilmington* is the Germanic God known as *Waendal*, who is an aspect of Woden as the *April Fool.* This is also the *chakravartin* or 'Wheel-Turner' in the role of Mundilfore who is the *God of Cyclic Time.* The figure is shaped like the *Ear-Rune* and the *Cweorth-Rune* and holds the attributes of these two runes (which occur only in the Anglo-Frisian Runes).

Waendal (as Mundilfore) turns the *Fire-Whisk* in order to whisk the worlds into creation, and the Cweorth-Rune is the *Fire-Whisk.* This is very interesting in that I have linked this rune to the *Last Avatar* who wields a *Flaming Sword.* The comment upon this being a play-on-words for *sweorth* ('sword') is important since the rune represents the *Flaming-Sword.* There are two distinct meanings here -

- The Flaming Sword of the Last Avatar who rides the White Horse and will come to destroy the Old Order and to prepare the way for the Golden Age.

- The Flaming Sword of Surt - the 'Black One' - who comes to destroy the Nine Worlds with fire at the End of Time. The Cweorth-Rune also has another title - ***Tris*** - which is ***Sirt*** backwards, thus related to the Fire-Giant ***Surt***.

The name *Waendal* also gives us 'vandal' and this god-form is most likely linked to the famous Germanic Tribe known as the *Vandals.* The royal line of the Vandals was known as the Hasdingas or Asdingas, and by some 'coincidence' some 10-12 miles from the Long Man of Wilmington is the town of ***Hastings.*** 'Waendal' stems from the ***Root *wend-*** which means 'to wander', but originally stems from 'to twist', 'to turn' or 'to wind'. The figure is thus *The Wanderer* which is a title given to Woden; however, we find a title of Hama-Heindall in the form of *Vindler* which seems to stem from *vindill* which means 'to twist', 'to turn', 'to wind'. In view of the fact that Hama-Heimdall is the son of Mundilfore this is not surprising. Another name for Hama-Heimdall is *Stigandi* which means 'The Traveller'. We can see now a close link between Woden and Hama (or Wudga and Hama).

Mundilfore is the *Turner of the Cosmic Mill* as his 'son' is the *Turner of the World Mill,* the roles being the same at different levels. The name 'Mundil-fore' stems from *mondull* which is a 'mill-handle'; the suffix *fore* means 'to move', thus ***Mover of the Mill-handle***. We can find some interesting links if we look to the original roots of the words used here -

- *manthula* - a swing-tree.
- *manthati* (Skt) - to swing, to twist, to bore,
- *manth* - fire by friction.

These roots give us the *Pramantha* which is the 'Swastika Fire Twirl' and *Prometheus* who brings down the Need-Fire from the Gods to give to mankind, and suffers for doing to, yet is a champion of Man. Hama-Heimdall is the God of Creative Fire and he is the god associated with the Need-Fire. Sceaf-Ing is a similar archetype to Hama, and he too brings the Need-Fire to mankind in the time of their direst need. This suggests that the turning of the Mill-Wheel is in a motion of forwards-backwards, like the Fire-Bow does to the upright shaft, and also like the 'Churning of the Mill' in Vedic Lore. (This suggests that the Earth turns one way on its axis for a period of time, and then reverses its movement backwards, a movement suggested by the Widdershins Swastika ***(*)*** -

The reversal of the Holy Fylfot into the *Swastika of the Return* suggests that the *Aryan Seers* knew well that the Earth was in the process of a major change, indeed a coming catastrophic change, in which the rotation would reverse. It is interesting to note that the rotation of the Earth's axis is the opposite to that of its 'sister-planet', Venus. Maybe this tells us that in the past the rotation was the same, in harmony, and that this will be so again in the Golden Age.

(*) The term 'widdershins' is usually sees an 'anti-sunwise' but its true meaning is from 'widder' which means 'to return'. Thus the 'Swastika of the Return'. This way is also related to the 'Left-Hand Path'.

In one sense Waendal is the God of the Sacred Centre, Mundilfore, whose son Hama is sent by the Gods to create the Divine Order of Caste or Race. This is why an 'avatar' is said to come from the Sacred Centre (Shambhalla in the case of Kalki Avatar). The God-Force is prepared by the Gods and then given a potion of 'forgetfulness' before incarnating into the flesh on Earth. The Cweorth-Rune, being that of the *Fire-Eagle (Phoenix)* symbolises the 'resurrection' of the demi-god into the flesh.

Inga - The Fire-Serpent

The above version of the Ken-Rune or Kan-Rune shows the Kan-Fusion made up of twin Ken-Runes - this is the Fire-Fusion or 'Inga-Fire' as we have chosen to call it (Agni-Fire). This is also a rune-bind made up of twin Edel-Runes, one upright and one facing downwards, joined together as one suggesting the Divine Twins. These concepts are very interesting in view of the ideas based around the Vedic God, Agni.

Some connect Agni to the Kundalini, the Serpent-Fire; Agni is born of seven mothers or nine mothers and the latter suggests to us the English God, Hama. I have shown before how Ingwe and Hama share a similar Archetypal Myth. The seven mothers or nine 'wave-maidens' may well relate to the chakras which are either seven or nine in the system used by Miguel Serrano. Since the aim of awakening the Fire-Serpent is to achieve immortality then Agni can be seen to symbolise this -

'Agni, the knower, procures heroic might, procures vigour, enhancing it for immortality.'

Rig Veda III 25:2

Associated with the awakening of Kundalini is Ushas - Goddess of the Dawn - and the Ashvins (Divine Twins) are responsible for the movement of Agni (Kundalini) to the state of transformation into Surya (Kundalini Awakened). Surya is said to represent the full awakening of Kundalini. He is the Sun-God, maybe the equivalent of Baldaeg of Germanic Lore.

The rune-stave 'Ing' can be seen as the double-helix (DNA) but it can also be seen as Twin Coiling Serpents (of fire). If we look at the manuscript version of the Old English Rune-Poem we can see that the Ing-Rune is nearer to many symbols of the Divine Twins shown as twins joined into one head.

It should also be noted that the Edel-Rune version was used in ancient times as a symbol for the Greek Atlas, son of Er. There is more than one runic symbol for the Divine Twins, and this is a certain aspect of their role, an aspect linked to Kundalini - the Serpent-Fire. The Ing-Rune also represents the final goal of the process of the awakening of Kundalini - that of producing the 'Son of Man' - the God-Man.

We can find the Fire-Serpent and the Eagle on the Sutton Hoo Mask, so is it a coincidence that we also find the twin 'Dancing Warriors' - Divine Twins? The mask shows the means to awaken the Fire-Serpent - the Vital Breath. In Vedic India the god Vayu represents the ruler of *prana* which is the Vital Breath. It is said that immortality is kept in Vata's home (Vayu's home).

The Ing-Rune refers to *The Hero* and thus to the *Resurrection of the Hero* (Serrano); it is also the Norse Ingvi-Frey known as Ingwe to the English Tribes. The rune also has the alternative meaning of *'Beacon Fire'* which shows its link to fire. But it is also the *Rune of the Blood* and here we see the esoteric meaning of the rune since the *Kundalini Fire-Serpent* is the *Igneous Blood of the Asen.* This is the *Fiery Blood of the Blue Flame.*

Within the English Ing-Rune are thus the following -

- ***The Hero-God Ingwe.***

- ***The Kundalini-Force of the Fire-Serpent (Twin Ken-Runes) - the Inga-Fire.***
- ***The Divine Twins as the Aswins.***
- ***The 'Son of Man' - Resurrection of the Hero.***
- ***The Divine Blood of the Asen.***
- ***The 'Diamond-Body' which is created from this process.***

The rune before the Ing-Rune is the Lagu-Rune which is a rune of the waters, thus Ing is 'born' out of the 'waves' or 'waters'. After this comes the Daeg-Rune which suggests a renewed balance of the right and left hemispheres of the brain through the opening of the Third Eye ('Hawk-Eye').

In Vedic Lore the Divine Twins are associated with the turning of the *Pramantha* or 'Fire-Twirl' which creates the Friction-Fire through turning a swastika-wheel around a wooden centre. This fire 'grows in the mother', i.e. the two fire-sticks or the central hub of the Fire-Wheel. According to Vedic Lore it was Matarisvan who brought fire down from the heavens to the earth. The similarity to the Greek Myth of Prometheus is obvious and even more so when we consider that the Vedic term *pra-math* means 'to steal'. This is the root of the name 'Prometheus' even though it is rendered as 'foresight'.

The Norse God known as Mundilfore has a name based on the same root *Mund - Mand - Manth* and is also the 'Fire-Twirl' and the 'World-Turner' who turns the Cosmic Mill. He is the god that whisked the worlds into creation. Since I have shown how I believe Mundilfore to be the same as Waendal then the figure of the Long Man of Wilmington, which is associated with the Fire-Twirl (through the Cweorth-Rune), has to be associated with the Fire-Serpent, Kundalini.

In the *Finglesham Buckle* from Kent we find a figure similar to the Long Man, holding Twin-Spears and wearing only a belt. The 'globes' at the top of the figure (two large and three small) make the 'W' shape of the Cweorth-Rune and the two small ones and the large globe at the bottom make a Trikona or 'Inverted Triangle'. What is interesting about the Long Man figure and this figure is that they are both based on the Cweorth-Rune, and I have shown how the Long Man seems to represent Cygnus the Swan - the Swan is symbolic of Thule and the Long Man opens the Gateway to Thule - the Gateway to Initiation.

In Folkish Wodenism the Fire-Serpent is represented by the Brisingamen Necklace of the Goddess Freya which is the ***Energy-Fire***. This ***Energy-Fire*** rises upwards along the spinal column (Mount Su-Me-Ru) and unites with the God Woden which is the ***Light-Spirit***, and thus the Third Eye is opened. In Hindu Lore this is the Goddess Shakti (Kundalini) uniting with the God Shiva. The fully awakened Fire-Serpent or Kandil-Force creates the ***Solar-Man*** or ***Sonnenmensch***. In one sense the Bris-Inga-Men Necklace is also contained within the symbolism of the Ing-Rune.

It should be born in mind that there are two versions of this Ing-Rune - the ***Kan-Fusion*** (Fire-Fusion) and the ***Ur-Fusion*** (Primal Fusion). The latter is concerned more with virility and fertility as can be seen from the glyph (turn the Kan-Fusion sideways). The Ur-Fusion is also the symbol of the unity of the heavens and the earth, or in another way the union of Spirit (Woden) and Matter (Grid) which produces the 'Son' (Ing - Wid-Ar). In this regard it should be noted that the term ***Grid*** used for the Earth could be linked to the idea of the 'National Grid' which marks out the surface of the Earth on a map - this connects to the checkered board (chess-board) with its black and white alternate squares.

The *White Winged Coiled Serpent* is also symbolic of the English Folk and the Land of England (Land of Ingwe). Here we use the three-and-a-half-coiled serpent which represents

the *Fire-Serpent*. This is shown on the shield of Wid-Ar the Avenger in a different form, together with the *Flaming Sword* (Cweorth-Sweorth).

Agni-Inga is a name that we now use for this concept, combining the Vedic and English names to illustrate the relationship between the two. Like Prometheus it is Sheaf-Ing who brings the Secret of the Need-Fire to mankind, and also Sheaf-Ing brings culture and agriculture at the end of the Golden Age. His rune is the Ur-Fusion version of the Ing-Rune since the Kan-Fusion implies a different concept and a different role of Ingwe. This role I have tried to outline in this post.

Rad - Rune of the Kosmic Krist

'Hark! of a matchless vision, would I speak,
Which once I dreamed at midnight, when mankind
At rest were dwelling. Then methought I saw
A wondrous cross extending up on high,
With light encircled, tree of trees most bright
That beacon all was overlaid with gold;
And near the earth stood precious stones ablaze,
While five more sparkled on the shoulder-beam...'

The Dream of the Rood (Old English Text).

This description is hardly that of the 'Jesus Christ' of Jewish origins depicted in the New Testament, for the account starts off with a mystical dream of a *'tree of trees*' and the cross itself is described as a *'wondrous cross extending up on high...with light encircled'* which describes a Sunwheel. At the time of this work the English obviously took up Christianity but worked it into a form that was not at odds with their True Heathen Faith.

This tree is described as the *'tree victorious'* - the *'Victory-Tree'* - and is described as being a thing of beauty and a *'tree of glory',* of gold and precious jewels. There is a rather mysterious section which tells us -

'However, through the gold I could perceive
That wretched ones had battled there of old;
For on the right side once it had been bleeding...'

This refers to a concept called *'The Bleeding Tree'* and it is clear that the tree is bleeding and at this point does not refer to 'Christ'. Here we should remember that this refers to the ***Aryan Folk*** since this is the ***Aryan Tree*** which is Yggdrasil or Irminsul. Indeed, we are then told that *'That wood divine then spake these words..'* which reinforces the sense that this is the ***Aryan Tree*** and that it is the Folk that suffers and bleeds, symbolised by the Bleeding-Tree. The Race is the Krist.

The tree describes how it was cut down to make a Gallows-Tree (Rood) upon which *'The Young Hero, strong and brave, and boldly in the sight of all He mounted the lofty cross, for he would free mankind...'.* The 'Young Hero' is here not the dejected and forlorn 'Jesus Christ' of the Judaeo-Christians but the Hero-God, the Young Hero - Ingwe or Krist. Here he comes not to atone for some non-specific 'sins' but 'to free mankind'.

The Blood of Krist-Ing then flows from His side and mixes with the Blood of the Wolf-Tree (Gallows Tree). There is also here a link with Baldaeg, Son of Woden, since we are told that *'all creation wept'.* This is not the only hint that here we are also talking of the Death of Baldaeg since we are told -

'The Warriors left me standing, swathed in blood,
And with sharp arrows wounded sore was I...'

The piercing with arrows reminds us of the Mistletoe Dart fired by Blind Hod at the bequest of Loki the Trickster, the dart that slew Baldaeg the Sun-God. Through the death of the Sun-God or the Aryan Krist the race was exalted above all races as the 'Race of Hope' -

'Lo, then
The Prince of Glory, Guardian of Heaven,
Above all other trees exalted me...'

This is the ***Glory-Tree*** on which the Aryan Krist hangs, on which Baldaeg the Sun-God suffers and dies, with the hope of the 'resurrection' - the *Resurrection of the Hero.* Baldaeg dwells in Odainsacre in Hela's Shining Plains, awaiting the time of his 'resurrection' and the new Golden Age. Unfortunately, due to the wiles of the Evil One (Loki) 'all creation' did not weep, and thus Baldaeg must remain where he is until everything on this Earth weeps in torment, pain and suffering due to the Evil Forces that rule the world today.

The Rad-Rune is the *Rune of the Rood* at one level and the glyph itself can be seen as a Pillar (I) with a reversed Sig-Rune, symbolic of the Krist-Baldaeg hanging upon the World Tree or World Pillar. Looking at some of the ideas we get from the Rad-Rune it is possible to actually see the links to the Bleeding-Tree being the Aryan Race.

Our word 'race' stems from the *Latin radix* which also means 'a root' and this gives us some very interesting concepts. We can see straight away the link between *radix* and *rad* so the link between these ideas and the Rad-Rune seem sound. We can safely say that the Rad-Rune represents the Rood-Tree, which itself represents the suffering and torment of the Aryan Race. A race is *'a family, the descendants of a common family'.* Woden's Folk has often been referred to as a 'radical' group and this is correct -

'Radical' - *'pertaining to the root or origin' or 'original' (Ur).*

The word actually means much more than that, and to find this we need to look back to early editions of English Dictionaries, ones not 'doctored' to suit the needs of the Establishment -

'Radical' *- 'reaching to the principles implanted by Nature'.*

The Greek term for 'root' is *riza* from which we get the term *rhizome* used of roots. But in modern Etymological Dictionaries we can find a very interesting root for the word 'race' -

IE Root *ers-

IE Root *wrad-

IE Root *wrod-

The ***IE Root *ers-*** means 'to set in motion' or 'to be in motion' and this is the same as the old ***Aryan Root *ar-*** which means 'movement' or 'set in motion'. There is also an ***IE Root *res-*** which means 'race' and from which we get -

Old Norse ras - 'rushing'

Germanic res - 'rushing'

These are actually the roots of the name *Irminsul* rooted in *IR/ER* and we are now back to the Aryan Tree. This is also connected to the ***Root Ar*** of which the ***Root Ra*** is a reflection. We should also note that the term 'Regin' is used in the *Norwegian Rune Poem* for the Rad-Rune, and this term *regin* refers originally to the Divine Powers - the Gods. There is a reference to 'Krist shaping the former world' under the Hagal-Rune in the same rune-poem, and this cannot refer to the usual Christian interpretation.

So here we have the Aryan Krist and the Irminsul connected directly through root-names and through the symbolism of the Rad-Rune. But the rune (as all of them) has its equal and opposite meaning, and this is the ***Rat-Rune*** where the 'rat' is symbolic of the parasitic animal that lives off human waste and which has in all eras spread the deadly plague or Black Death. The term ***'rat'*** means *'to leave the falling house'* suggesting that this animal is symbolic of an Evil Force that enters the 'house' and which then destroys the 'house' and then 'leaves the falling house' to move on to another 'house' to start the process again. This is interesting in view of the *Nine Herbs Charm* where Woden is mentioned as the one who can slay the Serpent of Evil which has 'entered the house'. In an esoteric sense the 'house' is the 'soul' which is destroyed from within - Judaeo-Christianity entered the Soul of the Folk and sought to destroy it.

The Rad-Rune has the alternative name of ***Rit*** which refers to the ***Rita*** and can be roughly seen as 'Cosmic Order' - the Cosmic Order upheld by the Aryan Folk. The 'suffering' of the Aryan Folk resulted in a total breakdown of the Cosmic Order and the reign of the Forces of Chaos and Darkness. Rit is the reflection of Tir who is the God of Cosmic Order - God of the Balance.

There is reference to Baldaeg and Blind Hod in *Beowulf* where Herebald is said to have been slain by arrows; this concept also appears in the death of King Edmund of East Anglia who was slain by the Danes. King Edmund was of the Wuffinga Royal Dynasty but had given up the True Gods for the alien Christian Religion.

These ideas pertain to the passing era of *The Hanged God* so to us the Rad-Rune takes up a new, strong and virile meaning again for the *Age of Ing*. The *Old English Rune-Poem* aptly compares 'riding' in the 'hall' as being 'soft', thus outlining the 'Armchair Warriors' of our own era, with those who 'ride the long-mile paths', i.e. those who take up the Quest of the Warrior-Knight *(Ritter/Ridder)* which is the hard path of knocks and struggle - the path where the strongest are those who can get up and fight again.

One of the things that stands out clear from the myths, legend and folklore of these islands is the emphasis upon the ***trees*** - ***Tree Lore***. And this also stands out clearly in the 33 Runes used by the Anglo-Frisians, which contain a number of runes associated with the tree, or something to do with the tree -

Fe - Fir Tree (maybe).

Thorn - Thorn Tree/Blackthorn/Hawthorn.

Rad - The Rood-Tree/Glory-Tree/The 'Terrible Steed' (Sleipnir).

Ken - Pine Cone/Pine Torch.

Haegle - Hawthorn.

Eoh - Yew-Tree.

Peorth - Pear (?).

Elhaz - Tree of Life.

Beorc - Birch Tree.

Ac - Oak Tree.

AEsc - Ash-Tree.

Yr - Yew-Bow.

Ear - Irminsul.

Cweorth - Apple Tree (?).

Some of these are tenuous links and thus put there as ideas rather than fact; others are well known, but the point is that certain runes have strong links to trees. The *Bleeding Tree* has often been associated with certain Yew-Trees which can be seen to exude red sap (blood). The 1600 year-old Yew Tree in Wilmington, just below the Wilmington Giant (Long Man), has obvious associations with Woden as Waendal.

It should also be noted that the 'rood-tree' is a 'gallows-tree' and that the term 'rood' and 'rod' refers to a form of measurement. Here we have exactly the same concept as an alternative title of Yggdrasil - ***Mjotvidhr*** - which means 'the wood of proper measure'. In the Norse text the phrase used is 'The Glorious Mjotvidhr' echoing the 'Glory-Tree' of the *Dream of the Rood.*

In the *Age of Ing* the 'Hero-God' has stepped down from the Tree of Woe, taken up the Holy Runes, and been transmuted into the *Woodland-Warrior Hero-God (Wid-Ar the Avenger)*, wielding the *Flaming Sword* and appearing like a *Blazing Comet* in the Northern Skies. The 'Hanged God', the 'Suffering God', has become the *Crowned and Avenging Son of the Sun.* The 'Suffering God' has become the *Divine Hero* who takes up once more the Cosmic Eternal Struggle against the Forces of Darkness and Evil. This is the *Resurrection of the Hero-God*.

The Star of the Morning and the Star of the Evening is the *Star of Hope* for our Folk. I have shown before how Ingwe is connected to the star Venus because the Vanir (Waens) are connected to Venus. In *Revelation* we find that 'Jesus Christ' is the *'offspring of David and the bright and Morning Star'*; he is the *'offspring of the Morning Star'.* He is thus the 'beginning' (Morning Star) and the 'end' (Evening Star) or the first (Morning Star) and the last (Evening Star). Venus, as Miguel Serrano has pointed out, is a double-star. In some old texts Venus is symbolised by the Pentagram and it is thus significant that this symbol appears on the Shield of Parsifal - the Divine Fool. In fact the Wyn-Rune also appears with a five-pointed star as symbolic of Venus, and I am reminded of the other important Graal-Knight - Gawain (Ga-Wyn).

It is the Morning Star that will give birth to the 'man-child' that will 'rule with a rod of iron', the child that the Evil Forces of the Red Dragon seek to destroy with a new 'flood', but who is taken up by the Aryan Eagle and hidden away from these Evil Forces until the time is set for Him to return as the Last Avatar. This

myth is being rewritten in our times - the Myth of the Hero-God who returns - age after age.

Runes Rown Right Rede

Hael and Sieg!

Victory to the Sun and Light!

The Lightning-Flash in the Darkness of Night

O Rising Sun, most radiant of stars sent to men upon Earth, and true beam of the Sun Bright beyond the stars, thou dost enlighten those that dwell in darkness and the gloom of winter. The Sons of Victory shall triumph over Darkness and Chaos.

In the Days of the Lion, spawned of the Evil Brood,

The Hooded Man shall come to the forest.

There he will meet with

Herne the Hunter

- Lord of the Trees -

To be his Son and do his bidding.

The Power of Light and the Power of Darkness

Shall be strong within him.

And the guilty shall tremble!

And the guilty shall tremble!

'When justice is crushed, when evil is triumphant, then I come back. For the protection of the good, for the destruction of evil-doers, for the establishment of the Reign of Righteousness, I am born again, age after age.'

Bhagavad Gita 4 verses 7-8.

There is no law beyond the law that which decrees we fight for the survival of our Nation and our Folk.

Runes of Might

Fe-oh

Horned One, Wild in the Walds,
Wild as the Wild-Fire,
Fierce force of the forests.

Ur

Might of the Ur-Ox,
Force wielded by Ingwe,
Horns holler, rune-roarer.

Thorn

Sleep-thorn that pricks the Sleeping-Goddess,
Idunn sleeps 'neath the White Wolf-Skin;
Thorn of Awakening - awaken the Dawn.

Os

Woden the Wizard,
Wielder of word-might,
Oski and Omi - roarer of runes.

Rad

Wheel of Right Order,
Rita and Ritual,
Riding the Right Road.

Ken

Fire of the Dragon,
Kon-Fire of Konungr,
Forge of the Smith.

Gyfu

Gift-giver, gold-giver,
Gift from the Gods,
Gift to the Folk.

Wyn

Wise Woden - Wild Huntsman,
Ride wild in the Woods,
Winsome and wholesome, runes of perfection.

Haegl

Hael-Rune, Hail-Rune, Hail from the heavens,
Bane of the Serpent
Brings wholeness and health.

Nyd

Need-Sword of Sigmund,
The Volsunga Warrior,
The Sword that was broken,
Reforged by Sigurd.

Is

The Sword from the Oak-Tree,
The 'I' is renewed, the iron reforged,
Sword of the Volsungs.

Ger

Ar-Rune of the Eagle,
Law of the Ar-Kan, the wheel ever turns,
Reaping good harvest.

Eoh

Wuldor-father, Glory-father,
Ski-God, Bow-God - Wolf-lord of kin,
The evergreen Yew-Tree.

Peorth

Wondrous Wyrd, Weaver of the Web;
Worthy the Word-Sword
Wielder of woes.

Eolhs

Wound-wielder, Elk-Twins,

White Hart of England,
War-Warriors in the Wasteland.

Sigel

Sons of the Sun - Glory of Light;
The Serpent of Wisdom -
Light of the Solar-Race;
Creative Light of the Black Sun -
The Hidden Sun.

Tir

Sky-Father, Father of Kin,
Shining One, Father of Law, Bringer of Justice;
God of the Tribe.

Beorc

Birth-Goddess, Goddess of Dawn,
Berkan, dance upon the Edel-Lands,
Renew the Edel-Lands.

Eh

Hengest and Horsa, Horse-Twins of the English,
Founders of this Holy Land;
Hengest wielded the Sword of the Hun.

Man

Rune of Manu - Hama, the Shining Ase;
Awaker of Gods and Men,
Rig-Hama brings the Law of Kin.

Lagu

Ur-Law and Ar-Law, Leech-Law, Lacnunga,
Virile Power of the Holy Gods,
The Might of the Warrior.

Ing

Rune of the Hero - Ing-Lord of Ing-Land,
Ing, Son of Man-nus, founder of Folkdom,
Lord of the Age - Lord of the Kin.

Daeg

Darkness to Light - Night turns to day,
Dawn is ever the hope of Men,
Hail the New Dawn!

Edel

Rune of the Homeland, At-al-land sunken,
Thule is awoken in the hearts of men,
Noble-born folk, akin to the soil.

Ac

Strength of the Oak-Tree,
Lore of the Wise,
Earth-born to water, new worlds enfolding.

AEsc

Woden - Wise Ase of Asgard, Ash-God and Spear-God,
Ancestral-God, Ancestral Spirits,
Strength of the World Ash - Tree of the Folk.

Yr

Ur-Tribes of the Wolf,
Wielding the Word-Sword,
The worlds are awoken.

Ior

From Earth to Water - change-rune of the serpent,

Hope can be kindled,
When burst are the chains of restriction.

Ear

Earth-grave is horror to the Light-Born,
To the AEthlinga who takes up the struggle,
Straw-death is for the herd-like.

Cweorth

Rune of Valhalla - Way of the Gods,
The Way of the AEthlinga - Fire-Snake awoken,
Rune of Transcendence.

Calc

The Mysteries of Death - releasing the fetters
Cup of the Gra-al,
The Horn of Plenty.

Stan

Stone of the White Horse,
Grave-mark of Horsa,
Wyrd set the Stone of Ing.

Gar

Stone of the Wise - Stone of Ing,
Gift of Ing given to the Inga-Folk;
Hidden in the Holy Blood -
Power of the Spear of Woden.

http://ar-kan-rune-lag.blogspot.com

The Edel-Rune & The Ing-Rune

The balance of Light & Darkness

I am going to study the Edel-Rune and the Ing-Rune here in some detail and try to unravel some of their mysteries. Firstly, we need to recognise that the Edel-Rune is itself a bind-rune made up of other runes; not so complex as the Stan-Rune but nevertheless with certain runes that give access to its hidden meanings. I will go through these runes -

Ing & Gyfu = 'Gift of Ing'. This comprises the Germanic Ing-Rune ('Diamond-Ing') and the Gyfu-Rune. These runes are 'fused together', some parts overlapping each other.

Ur & Ing = Ur-Ing (Iring). This is the Ur-glyphic Ur-Rune and again the Germanic Ing-Rune. These runes are separate.

Ur & Gyfu = Ur-Gift. Again we have the ur-glyphic Ur-Rune but this time bound to the Gyfu-Rune. These runes are separate.

Twin *Sig-Runes* which are a reflection of each other.

These runes need to be remembered since they will come up again as this work enfolds. We must now pass to the meanings we have found in relation to the rune -

1. Rune of the Ancestral Homeland - At-al-land. The shape shows the Ing-Rune on the Ur-Rune which suggests the 'Primal Ing-Land'. The meaning usually given

to it - 'inherited property' came into use no doubt long after the sinking of At-al-land. The link to 'Blood and Soil', of course, at an inner level still remembering the Ancestral Lands and the Blood of the Ancestors. The Edel-Rune is usually seen as 'Soil', whilst the Ing-Rune is seen as 'Blood'. Their combination in the Edel-Rune itself gives us 'Blood and Soil' but it still contains the idea of *Blood Memory.*

2. Rune of The Hooded Man - Hamasson first suggested this to me and I see no reason not to think he is right on this. The rune-name itself (Od) suggests Odin (Woden) who is 'The Hooded One' or 'Hooden'. The glyph suggests a 'hood' which is the basis of the name 'Hooded Man'.

3. Rune of Atlas - Atlas is *At-al-As* which means 'Racial Ase' and he is associated with 'holding the world on his shoulders' - a reference to the 'globe' (Ing-Rune here) on his 'shoulders' (ur-glyphic Ur-Rune). This rune-shape, in a rounded form, is an ancient way of symbolising Atlas. This god is connected to the World Pillars in the Far North. It is interesting to note that the second vertebrae is named after Atlas because it holds up the head; clearly the head is the 'globe' but also the Ing-Rune. It is strange that the Ingwaeones were held to be at the northern part of Europe, the 'head' of Europe, by Tacitus.

4. The shape, as that of the shape of the Diamond-Ing Rune, to me also suggests an 'opening' or a 'gateway'. I am here going to suggest that this 'Gateway' is like the modern term 'portal', a 'Gateway to another World' (or another dimension in scientific terms). If this is right then this also applies to the Diamond Ing-Rune.

5. The Gyfu-Rune and Ing-Rune give us the 'Gift of Ing'; what exactly is the 'Gift of Ing'? From the *White Stone of Ing* we see that the 'Gift of Ing' is **Fire**, as shown by the alternative Ken-Rune. This is the *Ur-Fire* suggested by the Ur-Rune being bound to the Gyfu-Rune. Fire is expansion, energy, but it is also destructive in its nature (Loge) since as it burns it eats up physical matter. But put another way this fire is capable of transforming one substance into another, hence its use in cremation. The 'Gift of Fire' is also that of *Sacral Kingship.*

6. The Ur-Rune and Ing-Rune give us Ur-Ing or perhaps *Ir-Ing*, the name of a Saxon God associated with the Milky Way, known to them as *Iring's Way.* This I have associated with Irmin since it is the Irminsul, but we can also link it to Ing too. It is thus important to note that Iring's Way - the Milky Way - is reflected on these islands as the Royal Roads of Irmin (Ermine Street - A1) and Wade/Wate (Watling Street - A5). These are so-called 'Roman Roads' but they predate the Romans and it would seem were important around 18,000 years ago since

activity in one part can be dated back that far ago. Their importance seems to be that they link England-Scotland-Wales, having the source in the Capital of England, London.

7. The Ur-Rune and the Gyfu-Rune may well represent the 'Primal Gift-Goddess' who is Gefion, an aspect of Freya. This is 'The Bride' whose father gives the gift of a dowry, and 'gives away the Bride'. She was well known here in England as the late tale of 'Lady Godiva' shows.

8. Twin Sig-Runes which may relate to the planet Venus as the Morning Star (Ingwe-Frey) and the Evening Star (Freya). This is a 'double-star' both male and female, a planet that heralds the coming of Light (Morning Star) and the coming of Darkness (Evening Star). It holds within itself the balance of Light and Darkness, and is the 'Beginning and the End', the 'First and the 'Last'. It also turns counter-wise to the planet Earth and has long been seen as our 'sister-planet'. The twin Sig-Runes could also refer to the Black-Sun & White Sun.

We now need to turn to the two main runes that make up the Edel-Rune, the Ing-Rune and the Gyfu-Rune. I shall break these down into three for convenience -

The Gyfu-Rune -

1. This has been associated with Ginnungagap (*) - the Primal Void - but as yet I have found no obvious reason to do so. I am not saying this association is wrong, just that no-one seems to have explained why this is so.

2. It refers to Gefion, the Gift-Goddess, as we have just shown. The twin staves suggest an exchange of gifts. Suggested too is the Divine Wedding since the staves cross over.

3. The Crossroads, which is always kinked to a liminal state, a state of 'in-between-ness', of a link between the worlds, a 'crossing-over' into another world. The Cross roads was also where criminals were hung, the Sacred Gallows set up to give the sacrifice to Woden.

4. 'X marks the spot' is a common saying because we use an 'X' to do so. It is also a sign used for multiplication, which is a form of increase. But on a negative side it is used to 'cross out' something, to destroy or erase it. It thus contains a kind of fusion of opposites - creative and destructive. 'That which gives takes away' could be a good phrase to use.

The Germanic Ing-Rune (Diamond-Ing) -

1. The Rune of Ingwe, also the Rune of England.

2. The glyph is that of two ur-glyphic Ur-Runes joined to make a diamond shape. One interpretation could be that this represents the *Sacred Mountain* and its 'roots' as the reflection. The 'roots' would thus be in another world - the Inner Earth? It is interesting to note that Mount Meru is often shown as being inverted.

3. Two Roman historians have stated that England was once shaped like a 'diamond' or 'two-sided axe'. The latter would refer to the type of stone age axe which looks like a diamond. The rune thus represents an ancient memory of England as it used to be.

4. The shape is like a 'hole' or 'entrance' - a portal or gateway (to another world?). If this is so then (like the Edel-Rune) it is a Gateway to Thule or Gateway to At-al-land.

5. It can also represent the 'Womb of the Mother' or 'Womb of the Earth' and is sometimes seen with a 'seed' at the centre (for example Bryn Celli Ddu in Gwynedd, North Wales). Its use as a 'lozenge' may also be related to this meaning, and it is a very ancient sign found across Europe, used mainly in the megalithic age. (This is one case where the rune itself has not been recognised for what it is.)

The Anglo-Frisian Ing-Rune -

This rune has two variations, where one is two X-crosses (Gyfu-Runes) placed one on top of the other, the second has two X-crosses placed side by side. The first we shall refer to as the Kan-Fusion and the second the Ur-Fusion.

The Kan Fusion -

1. This is Fire and its reflection; it is the Inga-Fire or Igneous Fire of the Black Sun.

2. This is also the Edel-Rune and its reflection and is a symbol used of the Divine Twins in ancient times. Here the Divine Twins are joined at the head - and as we shall see later these are Hengest and Horsa, the 'Horse Twins'. Using the same imagery this is the Racial Homeland 'sinking' and then 'rising' once more at a

future time. This also refers to the 'sinking' of the Blood Memory, which would be awakened later.

3. Again suggested by Hamasson, this is the Edel-Rune which has been 'crowned'. It is thus the transformation of *The Hooded Man* (Edel) into *Wid-Ar/Ingwe* (Ing). This suggests that *The Hooded Man* appears before the Last Avatar, and in some sense transforms into the Last Avatar, or maybe appears as a *Fuhrer* (one who appears in times of the greatest need of his Folk) and then the Avatar enters him later (which has happened, and which occurs at a particular time of a Cosmic Cycle).

The Ur-Fusion -

1. This has clear sexual symbolism and is a glyph of the union of the male and the female. The Germanic Ing-Rune in the centre may well represent the 'seed' produced through this union.

2. The fusion of Heaven and Earth, the upward-pointing being 'heaven' and the downward-pointing 'earth'. Again, we see the fusion of opposites into a whole, in this case Ing. It is hinted at here that this represents also the balance of the Power of Light and the Power of Darkness. The same symbolism also applies as that of (1) since the upwards-pointing is symbolic of the male, and the downward-pointing as the female (the Phallus of the male and Genitals of the Female).

The Anglo-Frisian Ing-Rune as a whole -

This is two X-Runes, Gyfu-Runes or 'g-runes' and thus we have the hidden meaning of 'g-g'. This is interesting for two reasons -

1. 'g-g' is the name that children use (or use to use maybe) for the horse. It's use here on a symbol of the Divine Twins does suggest the Horse Twins - Hengest and Horsa. Hengest, of course, can be Ing-Geist or the 'Spirit of Ing', and from his legend we can gleam that he is the *Immortal Twin* whilst Horsa is the *Mortal Twin.*

2. In the Greek Tongue I am led to believe that the letters 'gg' written together are pronounced as 'ng'. This suggests to me that we can pronounce the name 'Igg' as 'Ing' suggesting that in the Ing-Rune we have a hint of the *Return of Igg.*

Woden's title when he hung upon the Sacred Tree was 'Igg' or 'Ygg' (Ing can also be written Yng) and here he was the *Hanged God* who sacrificed himself to himself and was pierced with the Spear of Woden. Scholars have commented upon this and suggested that this part of his myth was taken from the crucifixion of Jesus Christ. However, when we find that there is an ancient form of Rudra-Shiva named 'Ugg' the whole thing changes, and we can see that this part of the myth was far more ancient than the historical 'Jesus Christ' and refers to what we call the *Aryan Krist.* Indeed, when we find that the 'Spear of Longinus' is (through Frederick Barbarossa - Frederick Rotbart) linked to Woden's Ravens (his Ravens left him when he dropped the Spear) and is the famous *Spear of Destiny*, then this legend pertains to the *Aryan Krist* before his tale was distorted by the Judaeo-Christians.

Again, we get a link to the 'g-g' or horse since Iggdrasil is said to mean the 'Steed of Igg' ('Steed of Woden'). This steed is the Eight-legged horse named Sleipnir ('The Slipper' who 'slips' between the worlds) and in this version of the Ing-Rune we find that there are eight sections, four within each 'X'.

Now we move to looking at certain 'formula' which we can get from the Edel-Rune and Ing-Rune -

Gyfu + Gyfu = Anglo-Frisian Ing-Rune.

Germanic Ing-Rune + Gyfu = Edel-Rune.

Gyfu (The Gift Goddess) + Edel (The Hooded Man) = The Ing-Rune.

Here I am going to go deeper into the last one of these (which was given to me by CMR from Vinland). Here *The Hooded Man* needs to be 'wed' to the Guardian Goddess of England (*Sovereignty*, who is Idunn, 'Britannia', the wielder of the Spear and Shield - a 'Shield-Maiden'). Through this *The Hooded Man* is 'transformed' into his 'Son' - Ingwe or Wid-Ar the Avenger. In a sense here we have a formula that I have used many times before over the years since WF was formed back in 1998 -

Tir - Tiwaz, the Sky-Father. This represents the Sacral King.

Beorc - The Birth-Mother. This represents the Guardian Goddess of the Land, Sovereignty, Idunn, Freya. The 'Mother of Earth'.

Eh - The 'Divine Wedding' of the Sacral King and the Guardian Goddess, of Frey and Freya.

Man - The Manu, Mannus, the one who comes prior to the Great Flood to save the Vedas and to renew the Ur-Law of Race, the Divine Order of the Gods. He is the Mystical Number 88 (this rune is two Wyn-runes, Wyn being the 8th rune). This can also be related to *The Hooded Man*.

Lagu - The Great Flood. The Great Deep in which the *Wafeln* sails bringing the 'Seed of Rebirth' or 'Seed of Resurrection', sailing upon the Waters of Chaos, the Waters of Dissolution (Dissolution of the Races through the 'Great Flood' of outlanders).

Ing - The 'Son of Man(nus). Son of the Widow. The Hero-God. Wid-ar the Avenger in this era. Wid-Ar is the *Crowned & Avenging Son of the (Black) Sun.* The Return of Igg as the 'White Krist' of Revelation - the Aryan Krist (**). 'The Father is The Son'. He appears after the Great Flood as can be found prophesied in *'The Short Seeress' Prophecy'.* He is the 'Spirit of Woden' resurrected in his 'Son'. None would dare mention his 'dreaded name', for it was *Igg the Terrible!*

Daeg - 'Day' and the New Dawn, the Dawn of a New Order. Harmony of the Left-Brain - Right-Brain, the balance of the Power of Light and the Power of Darkness restored. Infinity-Eternity. The Way to the Immortals. Advent of 'The Radiant Ones' or Shining Ones'. Super-consciousness.

Edel - The Rising of At-al-land/Thule/Hyperborea. The sinking of At-al-land/Thule was also a sinking into the Blood. Here lies the Ancient Blood Memory of the catastrophe and also the prophecy of its rising again. But this was not the only thing to 'sink', for the *Mind's Eye* (Third Eye) was lost, 'sank', maybe was 'sacrificed' (in Mimir's Well) in order to create the Aryan Man and the 'I', essential for the final phase of the Resurrection of the Arya and the Return of the God-Man. The Edel-Rune represents the 'Lost Eye of Woden' revived in The Coming Man. It can be seen as the 'Rising of the Lost Eye of Woden' (the 'Eye' obviously being the Germanic Ing-Rune).

There is a secret hidden here which pertains to the ***Prophecy 88*** again, where the 'Sleeping Goddess' has to be awakened by the Power of the Black Sun. It is necessary to recognise that in this Aryan Mythology it is a G*oddess* (Female Divine Power) that needs to be awakened by *The Aryan Hero* and it is she who gives birth to the Divine Child - Ingwe. It is the male who seeks his Valkyrie

(SHE), unites with her (HE/SHE) and produces from within himself the ***Son of Man*** (Ingwe). (See Miguel Serrano's works to clarify this point). This is particularly clear in the Ur-Fusion form of the Ing-Rune.

(*) Ginnungagap. This has been given many meanings but in all it relates to a *Magically-charged Void* that existed before Creation. This is interesting since scientists have now postulated that the Great Void of Bootes existed before the so-called 'Big Bang'. We could break this word down into -

ginn - the beginning, to begin.

unga - offspring of (related to Inga).

gap - void.

Looked at another way this is the 'Beginning Gap/Void' (Void at the beginning)which is magically charged by the Inga-Fire. We can even find reference to 'Inga' prior to the Creation - a Primal Archetype.

(**) For those who may criticise me for referring to 'Krist' I would point out that we are dealing with Dark Forces that are in essence an 'Anti-race' guided by The Dark Lord (Demiurge) who is non-creative and who can only seek to 'create' by taking an already established form and inverting it completely. This Dark Force cannot create anything itself it has to use something already there, or use 'White Traitors' to do its work effectively in some areas. As such for a Judaic-Christian religion to have been 'created' means that there had to be an original form the predates this act - Aryan Kristianity. We can find the 'Hanged God' in so many different Indo-European traditions long before the so-called birth of 'Christ'. For us, Woden IS the Aryan Krist who hangs in a self-sacrifice in order to gain knowledge for his Folk. This is why his legend is the same! We can find (under the Hagal-Rune) reference to this Krist 'shaping' the Ancient World.

The Raven's Song

Woden - The Frenzied One,
Carved runes upon my Inner Being;
Ancient runes of Fire and Ice -
Whence now shall we turn?

What ancient path must now we take
Masked One? Who will show the way?
For now the fateful time has come,
The time foretold in days of yore.

Read I now these Ancient Runes,
Carved long ago by Gods and Elves;
Runes of Might, Runes of Power,
Waking now within the Blood.

Deep, deep within the Well of Mimir
Lies hidden, lost, the Eye of Woden;
The Eye that sees, cannot be seen,
Now calls the Raven - 'I know something!'

What secret now the Gods reveal?
What runic power rises from the Deep?
A cold light from the Hidden Sun,
Now calls the Raven - 'I know something!'

Light from the Darkness, casting shadows,
Moving patterns in the mist.
Runes rising, falling, swirling, spinning.
Now calls the Raven - 'I know something!'

Runes weaved upon the Web of Wyrd,
Battle-Runes, carved on spear and sword;
Blood-stained banners, wolf and raven feed,
The Hunter rides, the Fury wakened.

Wake now the Eagle and the Wolf!
All that is weak shall fall -
All that is strong shall rise!

What says the ancient Head of Mimir?
What runes pour from the Ancient Head?
Who drinks not from the wise shall never know
The secrets that the Gods reveal.

Now sounds the horn that wakens gods and men;

Not all shall hear, too many sleep;
But deep within the Blood an ancient call,
A memory, a thought that stirs.

A spark that lights an Inner Fire,
Brought back to life by Ancient Runes;
Strange forces now awaken,
Woe to he who fails to hear the call!

The Rad-Rune & The Universal Force.

In India there is a widespread use of certain idols which are made strictly to a religious standard, and which are used in religious rituals. These idols are made to a certain measurement based upon what is called a *Tala* which is the measurement from the palm of the hand from the tip of the middle finger to the wrist. This type of measurement is rather widespread and was once part of our own system of measures; what seems to be involved is a correlation between the human body and the cosmos. From what I have read it seems that some of these 'idols' are rather more complicated than we would imagine, using some form of electricity to move energy. More than that, it would seem that the noise of bells, blowing conch shells and chanting mantras create sound energy vibrations that can effect human consciousness. This, I am led to believe, is all based upon a gold-lined vessel known as a *Rasakhumba.*

The term *Rasakhumba* is made up of the following Sanskrit words -

Rasa - This has to do with 'vital essence' or 'elexir'. In this case it would seem that Mercury is used for the purpose in rituals. This played an important part in Indian Alchemy by the followers of Shiva, who was seen as a God of Metamorphosis. The 'elixir of life' was called by the name *Rasayana.* The 'Vital Essence' may be seen connected to electro-magnetism.
Rasa seems to be the name of a mythical river, personified as a Goddess, and said to flow around the world. This obviously refers to some form of energy that flows around our Earth. It has been linked to the Van Allen Belts.
Rasa is also a cosmic dance of Lord Krishna and his Gopis or 'herdswomen', which could be symbolic of the movement of the planets around the Sun (Krishna). At a smaller level this could be the movement of electrons around the nucleus of an atom. Whatever the case this is a movement of energy around a centre.

Khumba is a container or pot in which is placed water and other substances; it is a container of the *Life-Force* or the *Serpent Power.*

The root of the word *rasa* - as I have stated before - is 'rapture', 'ecstasy' or 'orgasm' and we have seen this term before in *Rata-tosk* and *Rati* which both feature in Norse Mythology. Both of these are rooted in the rasa, with a letter-change to 't'. From this we can go further in connecting this to our Rad-Rune or Rat-Rune.

In the Old English Rune-Poem we find the use of the word 'riding' which is obviously connected to the rune in its sound, but which also has hidden sexual connotations too. Indeed, the shape of the rune when turned sideways suggests this aspect too - the joining of male and female. This links to the root of *rasa* and its root-meanings.

Rati is the name of the auger or 'borer' used to get into Knitbjorg; after having the hole bored Woden actually changes into a Serpent - an ancient phallic symbol. What follows is a *Tantric Rite* and we could easily link this rune to Love Magic or Sex Magic using this as a base to do so. Linked to the rune are the terms *ritter* (German) and *ridder* (Dutch), both of which can mean 'knight'; from this we can see that a 'quest' can be involved, which is the basis of the medieval knight's work.

Rata-tosk has a different task, that of 'carrying messages' from the Serpent at the base of the World Tree to the Eagle on the top of the World Tree. At a microcosmic level this is the Serpent at the base of the spinal column and the Eagle at the top. Now, Norse Mythology seems to be near perfect in placing a Hawk between the eyes of the Eagle at the top, since using the eyebrows as the wings of the Eagle (as on the Sutton Hoo Helmet) the 'Hawk Eye' would sit in the exact position of the *Third Eye. Ratatosk* runs upwards and downwards along the spinal column, linking the *Cauldron of Bodn* to the *Cauldron of Odroerir*. This movement along the spinal column does produce a form of ecstasy or rapture, generating heat (energy) in the body.

The name *Rite* or *Ritual* stems from the Rad/Rit Rune; but there are other concepts linked to this rune, and to the rites and rituals we perform -

Rhythm,
Rhyme,
Round/Rota (wheel)/Rotate,
Ring (Circle),

These all go together to suggest the use of sound and of a circular dance (movement producing energy) which is part of ritual; bells, drums and other instruments can be used to do this. It is thus perhaps significant that here in England - up until recent years - this type of 'ritual' survived within the 'nursery rhymes' that people once used to sing to their children. Nursery Rhymes such as

Ring-a-ring-a-roses and *Here we go round the mulberry bush* were certainly 'ring-dances' performed by children, using the circular dance (ring-movement) together with the song (sound). The widespread use of the Maypole (at one time) was also part of the same type of ritual - the Circle Dance. This is also dimly remembered in the *Witch's Dance.*

What most people do not realise is that these old 'Nursery Rhymes' were designed to fit the minds of young children; many of them are illogical, but they are not meant for the logical side of the brain - the Left-Brain. Today these are going out of 'fashion' but only because children are being forced into using only one side of the brain, the logical side, that is. This is a quote from a Hindu Sage - *'Some people consider that nothing apart from the body exists, because movement arises from the body. This conception, peculiar to individuals of a low stature such as idiots, is, by the materialists, elevated to the status of a "system".'*
Even modern science has begun to see that consciousness can exist outside the human body, recognising such phenomena as the out-of-body-experience. This cannot be accepted by the gross-materialists since it means that their oft-quoted phrase 'You only live once!' can be proven false. If consciousness exists outside the body then some form of after-life becomes a reality. And the 'soul-journey' of the shaman also becomes a reality. All of this can be linked to the Rad-Rune and its many meanings. Since one of the meanings of the rune is linked to the concept of *'right'* and *right order'* we can also link it to the *'right-brain'*. The right-brain is the seat of poetry (rhyme), song (rhythm), art, ritual movement, etc.

"People have become weary of scientific specialisation and rational intellectualism. They want to hear truths which do not make them narrower but broader, which do not obscure but enlighten, which do not run off them like water, but pierce them to the marrow."

Carl Jung.

The Rad-Rune, as I have stated before, can be seen as a symbol of the blood running down the World Pillar - the zig-zag pattern. But this pattern can also be seen as the Serpent (S) climbing the Tree (I). It can be seen as the *Fire-Serpent* (Kundalini) rising upwards along the spinal column. We recognise that we live within a vast ocean of Universal Energy, which is sometimes called the *Life-Force*, and which is a form of 'consciousness'. When this force manifests itself in the material realm it works as the forces of attraction and repulsion - centripetal and centrifugal forces. It also moves in a spiral path, which indeed could be hidden in the Rad-Rune, the movement of the Serpent being in a spiral movement. Indeed,

in many cultures the *Hooded Serpent* (Cobra) symbolises this Universal Life-Force.

Some scientists now believe that the universe is filled with radiation, a form of energy. What is know as the 'ether' is not the carrier of this energy but the materialised forces themselves. In other words there is no such thing as 'empty space', a concept already known in Norse Mythology which saw this 'emptiness' as *Ginnungagap - a Magically-charged Void.* Plato referred to this as *'archetypal essence'.* Contrary to the usual opinion Sir Isaac Newton recognised knew this - *"Is not the heat of a warm room conveyed through the vacuum by the vibrations of a much more subtle medium than air which after the air is drawn out remained in the vacuum? And is not this medium the same with that medium by which light is refracted and reflected - and by whose vibrations light communicates heat to bodies? And is not this medium exceedingly more rare and subtle than the air and exceedingly more elastic and active? And does it not readily pervade all bodies? And is it not (by its elastic force) expanded through the heavens?"*

Sir Isaac Newton - *'Optiks'* (1704).

Today the concept of 'ether' is known by the scientific name of *Zero Point Energy*; this is the energy that permeates everything. This energy cannot be measured directly but has been accepted due to its workings that produce certain results. When something continually expends energy it should collapse, as an electron should do, gravitate towards the nucleus; but it simply does not, since it absorbs the energy around it ('ground-state energy'). This energy can be highly concentrated in such things as crystals, plants, trees, humans etc. In humans it is concentrated in such things as 'Pressure Points', 'Chakras' 'The Cauldrons' etc.

Scientists have begun to see the universe (multiverse really) as being interconnected like a web; in doing so they have reached backwards to the ancient idea of the Web of Wyrd. It is this energy - *Life-Force* - which permeates the whole. In ancient times the *vortex* was seen as the basic form of energy; this was inherent in the Vedas as *The Churning of the Milky Ocean* which was the worlds being 'whirled' into creation through the nebula created through the action of Fire and Ice. This is the same as the Norse god Mundilfore who 'whirled' the cosmos into creation; the Holy Swastika is symbolic of this Creative Force.

Going back to the Rad-Rune this, of course, suggests *rad-iation* itself: the term 'radiate' stems from 'ray' or 'to shine' which is one of the meanings of this rune. What we see is a spiral form of energy, symbolised in two-dimensional form as the Swastika. Another meaning of the Rad-Rune is that of a 'wheel', a circular movement around a fixed centre. If a piece of copper wire is wound into a spiral it

acquires properties that it did not have before. Since the term 'spiral' is linked to 'spirit' we are talking in terms of *Spiritual Forces.*

The word 'man' derives from the same root as 'mind' which tells us that man is a 'Mind-Carrier'; Man and Mind are thus a whole, and not separate parts. The Sanskrit word for 'mind' is 'manas' and we have the idea of the *Hidden Man-na* which has to be seen as 'Hidden Mind'. This is our 'inspiration' (in-spir-ation) or intuitive faculties which seem to be infused with ideas from a 'hidden' source.

Some years ago a fellow Folkish Wodenist had a mystical experience centred around the chakras (he used seven); these were not the usual 'wheels' but were the 'sun-wheels', shaped as the Wewelsburg Black Sun. The 'Serpent' force climbed these in the form of an S-shape, moving between each 'wheel', each one thus rotating the opposite way to the one below it. Again, we are seeing the Rad-Rune in action, the Serpent climbing the Rod (Rod-Rune).

We can easily over complicate things by being too scientific; in the case of health it would be easier to see the cause of health problems as being a state of 'chaos' within the body. The body is not 'at ease', it is dis-eased. This applies as much to the national body too, and the race as a whole; 'racial chaos' produces a state of decay and disease within the organism. The Rad-Rune is the solution in bringing 'right order' and the correct 'rhythm' within the body. When we lose a pride in ourselves, and when the people lose their pride in their nation and race, then degeneration sets in, followed by decay and finally death. This is what is happening today, here and now, and is something that has been done deliberately to destroy our Folk.

The key to what I am trying to say is that everything is vibration; all things vibrate at a certain frequency, and when this frequency alters then change takes place. This can either be good or bad, it must be pointed out. Changes for the bad can mean ill-health; changes for the good can mean a change in the DNA, which could in time create the God-Man. The Rad-Rune contains the idea of *vibration*, and we know that doing gealdor/mantra this creates vibration, which can be easily seen when using different tones and learning by practice to use the tones that suit us as individuals.

"Are not gross bodies and light convertible into one another, and may not bodies receive much of their activity from the particles of light which enter their composition? The changing of bodies into light and light into bodies is very comfortable to the course of nature, which seems delighted with transmutations."

Sir Isaac Newton - *Optiks.*

Quantum Science is quickly taking over the old 'classical' science, and this is due in the great part to scientists who have studied the *Rig Vedas* and other ancient texts. Science is coming full circle in finding the lost knowledge of the ancients. *Irminsul* by Vargs Vikernes is a small booklet that also contains a new *Aryan Science* but this time using Norse Mythology. It is an interesting little booklet that at times makes good sense. We should see our own Ancient Runes as facets of a larger whole, as being forces within the Web of Wyrd. Each rune represents a particular facet of the whole, but must be seen in regard to that whole, and not as a separate entity. The 'modern' world sees everything as being separate; our own lore sees the whole as the Hag-All or All-Hag, linked to the Haegl-Rune. Everything is interconnected, interlinked, as the Web of Wyrd.

The Rad-Rune is often seen as some form of 'path', 'way' or 'road' and in a sense this is right. It is the *Path of the Serpent* (S) which rises upwards along the spinal column (I) in the form of the *Fire-Serpent* or *Kundalini.* The Ken-Rune represents the Fire-Serpent, as does the Sig-Rune, and the Rad-Rune represents the upward path of the Serpent along Mount Me-Ru or Su-Me-Ru. These three runes are subtly connected through the Serpent symbolism. Through the Ken-Rune we find the link between the Serpent (Kan) and Knowledge and Wisdom (Kan). The **Aryan Root *kan/*kna** gives us 'knowledge'.

The negative side of the Rad-Rune is symbolised by the rat the parasitical animal that feeds off the waste of mankind, and is the source of the plague and other pestilences. This animal 'leaves the falling house' which means that when its destructive work is done it moves on elsewhere to start the process once again. This is the polar-opposite to the Rita or 'Right Order' which is the basic meaning of the rune; this is harmony, rightness and light. All runes have polar-opposite meanings within them, we have a choice as to which path we take.

The Rad-Rune is the Rood-Tree or Gallows Tree upon which the Young Hero hangs; this is the Bleeding Tree which represents the 'wounded cosmos' and the 'wounded earth' which have to be healed - made whole once more. Through a growing knowledge of this Universal Force or Life-Force this can be done. Our work is to gain this knowledge.

The Sig-Rune & The Serpent

The Sig-Rune or Sigel-Rune is usually seen as the Rune of Victory, but this is just one of its many meanings. The shape is that of an 'S' straightened, and the 'S' is symbolic of the *Serpent.* This is indeed the *Rune of the Serpent* at one level. The sound 's' recalls the hiss of the serpent, and the shape recalls the movement of

the serpent along the ground. Although this seems quite obvious I have seen few rune-workers giving this meaning, though it was given in one of the works of Rudyard Kipling.

In the Judaic Bible the *Serpent* is seen as the 'evil' creature that tempts mankind to eat of the *Tree of Knowledge* and thus gain the wisdom of the knowledge of 'good and evil'. The knowledge of 'good and evil' gives choice, one can choose which way to take. It also leads to being able to eat of the *Tree of Life* and thus gain *Eternal Life* or *Immortality.* The *Serpent* is banished from the Garden of Eden for aiding mankind on this path, and the path to immortality is blocked by the 'flaming sword'.

In this sense 'victory' is the overcoming of the obstacles to reaching the *Tree of Life* and the victory over the forces that seek to obstruct this and divert our True Wyrd. If the 'Garden of Eden' is Thule-Hyperborea, the Ur-Home, where lies the *Tree of Knowledge* and the *Tree of Life*, then it is a return to the Ur-Home that is needed to achieve this victory. The Sig-Rune thus also represents the *Lightning Flash of Illumination* which breaks through the barriers of consciousness to reach this Primal Land or Primal State of Consciousness. The Serpent is thus the 'Great Initiator' who acts as guide through the ordeals that have to be passed through in order to overcome the normal human consciousness and achieve a higher consciousness which we shall call the *super-consciousness*.

The rune also represents the Sun and Light, the Light of Higher Consciousness; again this is the Lightning-Flash or Lightning-Bolt, the Lightning-Bolt of the Thunder-God, Thunor or Thor. The Hammer of Thunor is the weapon of the Gods wielded against his enemies the Joten; the Joten are the Dark Forces, the Forces of Chaos that bar the path to Eternal Life through their role as 'Eaters of the Dead Souls'. They 'eat' the souls of man, returning their essence to the Primal Chaos. The gods enforce the Primal Order and the Joten seek to overthrow that order, creating chaos and disorder. 'Racial Chaos' through the blood-mixture seeks to destroy the gene-pool of our Folk and thus destroy the Blood Memory of the Hyperboreans, the key to the search for immortality.

Woden is not usually associated with the Serpent, but in a dream of January 1st 1989 he appeared in a 'broad-hat' with a Hooded Serpent (Cobra) which he had 'tamed'. Since he is *The Hooded One* the symbolism is quite relevant. So perhaps there is a link between Woden and the Serpent which has been lost to us. In another sense the Serpent is an important symbol since it lies at the foot of Iggdrasil, symbolic of the earthly state, and its transformation into the Eagle or

the Dragon (Winged Coiled Serpent) is symbolic of the transformation of normal consciousness into a state of Higher Consciousness or Super-consciousness.

The symbolism of the Hooded Serpent should not be dismissed out of hand because it happens in a dream. Another dream of a later date showed Woden as God of the Dead, dressed in a red cloak and red hood but with a faceless appearance - his face was a Black Void. This is something recorded by a leading figure in Theodism in the USA and one of my sons from my first marriage had much the same dream of a hooded, faceless figure, though his research was in a different direction so he did not interpret it as Woden. Another dream showed Woden as the *Masked One* which fits with his role too, so there may be some truth in his link to the Hooded Serpent.

The Serpent figures in many ancient myths and legends from all over the world, sometimes associated with the White Gods which appeared in Central and South America, as well as the *Nagas* of ancient India. It is always associated with knowledge and wisdom as in the Old Testament account, obviously a copy from Aryan sources. The Serpent symbolism also appears on the headdress of the ancient Egyptian Pharaohs also symbolic of their wisdom.

It forms part of the symbol within the Rad-Rune as the *Path of the Serpent* which climbs the World Tree, the World Mountain or the spinal column of man. It represents the upward path through the 33 Runes from the base of the spine, moving backwards from Gar to Feoh, Gar being at the lowest point. The 'tree' being upside-down in reality Gar is at the 'top' and thus the highest point; Woden hangs upside-down on the World Tree.

The Sig-Rune also symbolises the spinal column in man - Mount Su-Me-Ru - since this is shaped like a serpent. It thus represents the rune-row in its totality, the means to the End-Sieg or Final Victory. It is said that the 'Serpent Brain' resides at the base of the skull, at the top of the spinal column, and this seems to be the oldest part of the brain, now lying dormant in most but perhaps being the key to latent powers that can be re-awakened to serve our need in this hour of need. In the Sutton Hoo Mask we find the Serpent moves from the base of the neck (Serpent Brain) over the top of the skull, meeting the Eagle-Dragon-Swan at the Mind's Eye (Third Eye) between the eyes in the forehead. The mask was most likely worn by the ancient kings who were also Priests of Woden.

In the ancient forests of Europe Woden sired the Race of Wolsungas whose origins can be traced back to Sigi, their Divine Ancestor. The Wolsunga Race were

created as a Divine Race whose wyrd was to war against the Joten, and to further the Destiny of the Woden-Born. Sigi was a name widely used and occurs in the lineage of the famous German Folk-Hero, Herman the Cheruscan. The Sigambrian or Sicambrian Franks are most likely descendants of Sigi the Wolsunga, and thus the Merovingian Kings of the Franks - the 'long-haired' wizard-kings whose symbol was the Spear of Woden. The most famous of the Wolsungas are Sigurd and Siegmund, whose names derive from this rune.

Whereas the Thorn-Rune symbolises the Hammer of Thunor the Sig-Rune symbolises the Lightning-Bolt of Thunor. This is the weapon of the Goten against the Joten. It is the Rune of Light, the Rune of the Lightning-Flash in the Darkness of Night, the Rune of the Lightning-War (Blitzkrieg). This swift, devastating type of warfare was used by Alexander the Great, and is typical of the role of Woden and Thunor in warfare. It was used by the Germans in World War II thanks, I am led to believe, by an English Army Officer named Major Fuller who studied the tactics of Alexander.

The Sig-Rune is symbolic of the Sun, whereas when it is reversed it forms part of the Black Sun. The Black Sun thus symbolises the Aryan Science of Implosion, the moving towards the centre, the inward movement also seen in the form of the widdershins Swastika. Movement inwards towards the source, the return to the source - Hyperborea/Thule. This is the movement against time, against the flow of time towards decay and death.

The rune forms part of the Sun-Wheel, and can be found in the Rad-Rune as the Wheel of the Sun. It represents a yearly cycle (Rad-Rune) and also the Cycle of the Ages (Great Year Cycle). Whereas the yearly cycle moves clockwise through the signs of the Tiw's Kries (zodiac), the Great Year cycle moves anti-clockwise through the Tiw's Kreis (zodiac). This is called the Precession of the Equinoxes. This is a 26,000 year cycle, sometimes seen as a 24,000 year cycle going through 2,000 year world-ages, twelve in all.

The Sig-Rune is an important symbol and has been used in various forms as the 'Lightning-Flash' and the 'Double Sig-Rune'; it is a Germanic Symbol of great power. As the 'Lightning-Flash of Illumination' it breaks through the barriers of consciousness, opening us to the Higher Worlds and to a higher state of consciousness in which we break through the veils of the worlds. Its power should not be underestimated.

Hael!

Having studied the runes for decades I still wonder at how many people who write books and articles on the runes dwell on the negative aspects of the Haegl-Rune. Yes, this rune means 'hail' which gives rise to the notion of the destructive force of frozen rain. But this is just one side to the coin, one level of a complex rune having a many-faceted meaning. All runes have their equal and opposite meanings too.

The basic, positive meaning of the Haegl-Rune (the 'g' should be silent) is that of a wholeness, a harmony, the harmonious working of the whole organism. This was also the basis of the *Hael Force* or *Heil-Force* which is usually related to 'luck'. When we start to perform our rites the intention is to create a *Haeldom*, a kinship and fellowship of those present working in harmony with each other as a group - the group itself being a *Living Organism*. When we address each other we say *'Waes thu hael'* which means roughly 'be thou whole', though *hael* is somewhat more complicated than the simple meaning given to is as 'whole'. The cry *'Waes Hael!'* (wassail) thus means 'Be Whole' and is directed towards the fertility of an orchard, when used in the usual sense of 'wassailing'. It would be perhaps right to see it more of a rite designed to create a 'wholeness', a 'health' of the trees in order that they produce fruit that year. Fertility would be part of the process since healthy trees produce better fruit.

To be 'whole' suggests a harmonious and healthy organism, all parts working as they should. Thus, when an organism is 'unhealthy' it means that some part is not working in harmony with the rest. This was the basis of ancient healing techniques, and more awareness of this is happening today. Some sections of science have taken up the ancient belief that the 'Energy Points' of the body (usually known as *chakras*) can be out of 'sinc' and thus cause an unhealthy situation. Modern materialistic science treats the symptoms since it cannot recognise the cause which is based upon energy-centres rather than a physical cause.

The Haegl-Rune not only represents this 'wholeness' but it is also the rune used to recreate this wholeness when it breaks down - it is a *healing rune*. The English word 'heal' stems from the same root as 'whole' and really means 'bring back to wholeness (hael)' or 'make whole again'. Modern materialistic science will not understand this simply because it does not understand anything beyond the physical, and yet our own language verifies that this is right. (*)

We should not see this healing process in just a physical sense either, since many forms of illness develop due to psychological problems, perhaps the most common being negative thoughts and emotions. This is the greatest problem that we face today, since much of the 'mental illness' is due to a total negative approach to life, this negative approach having been forced upon our Folk for nearly 2000 years through a man-centred religion based upon fear, guilt and self-pity. Indeed, it seems likely to me that the underlying cause of most of the problems and the illnesses that we face today is the fact that our Folk have broken their links to the Divine Powers. This idea gives rise to another side of the Haegl-Rune, and another level of meaning to this rune.

Perhaps seeing this 'wholeness' as being restricted to the physical body, and to the energy-centres of the physical body, does not go far enough. These energy-centres or 'chakras' are the centres of the body which link mankind to the Divine Source, the Life-Force or Universal Energy Force. The centres are not physical, but are links to another world, 'gateways' if you like to another dimension of being. They are only linked to certain parts of the human body for convenience, since they are Spiritual Centres. This concept gives rise to the idea that certain stone-circles may be energy-centres or 'chakras' of the Living Earth, placed there as physical structures only because the ancients had the foresight and knowledge to know that mankind would at some future date not be able to see these centres intuitively, as they had done before. It makes sense to think that the ancients

knew that a great change was coming and had the foresight to create physical structures that would be known as 'energy-centres'. Unfortunately, much of what we read about these structures has taken us from their real meaning and purpose.

In my humble opinion not enough emphasis is put upon the **divine** aspect of this 'wholeness' or 'harmony'. This is not just the harmony of physical parts of a physical organism, and we should go even further than seeing this as just 'energy' in the usual scientific sense. This 'energy' originates outside the organism, indeed outside our physical world - it originates in the sphere of the *Divine Powers.* This is made quite clear when we consider another root-word coming from this root-rune - 'Holy'. Again, this means, as it phonetically tells us, 'wholeness'. But we use the term specifically for the *Divine Powers* and the *Divine Source*, not merely in a physical sense of 'wholeness'.

The use of the term 'Universal Energy', 'Zero Point Energy' or any other alternative science term may actually hinder the work we undertake, though we must use them for convenience. The same goes for 'Universal Consciousness' or 'Cosmic Consciousness' which seems to seek to avoid the idea of a 'Divine Source' (in realistic terms) in order to rationalise the whole thing in order to fit the modern materialistic society. We need to go further and to be honest in the process - ***it is the link to the Divine Powers, the Sacred Centre, the Divine Source, the Holy Gods, which keeps us 'whole' and which creates the necessary harmony within our Folk***.

Put in another way, when *Becoming* (the state of change we go through in the cyclic process) becomes impregnated with *Being* (the Divine Source) then a creative harmony exists, and new and creative nations arise, new and creative individuals arise. Even simpler, when a society, a tribe or a nation re-connects to the *Divine Source* (returns to its True Gods) it is 'resurrected' anew in a creative and vital form, the genius of its people being unlocked once more, thus arises a New Order. This state comes about through a 'Victory of Hael', a victory which comes about through a reconnection with the state of Hael, the state of Holiness which comes from the *Divine Source. 'Sieg Heil!'* would be a suitable invocation to use to achieve this end.

If I see someone I know on the other side of the road I would shout 'hello!' across to them, in the process raising my right arm in a salute of greetings. In doing so I am invoking the *Mysterious Power of Heil (Hael)* as did the ancient Germanic Folk. The shout 'hello' is not a mere greeting but is the same as saying *Waes Hael* or

Waes thu Hael for I am saying 'be thou whole' which invokes 'good health' just as we do when having a drink with friends. These things are ingrained in our being, and have never been lost to us, even though most people today have no idea what they are doing. Imagine how they would feel if they knew that the greeting 'hello!' means the same as 'heil'.

As I have said this symbolism is not lost to us, but it is somewhat distorted and lost its original meaning. When we bless the Mead-Horn the Folk-Warder or Hearth-Warder/Kindred-Warder uses the cry - *'Waes thu Hael!'* - raising the right arm in the *Heil Salute.* This is not merely a blessing of the people there, and raising a 'good health' to them in the physical sense, it is a call to create the *Haeldom,* to connect the Folk present to the *Divine Source*, to create a 'holiness' within the fellowship there present. The idea of ritual is to create another time, to create a *Magical Time*, to invoke the *Ar Var Alda* - the Primal or First Time. In different terms to connect to the *Divine Source* that existed at the First Time or Golden Age, and that exists in our time but most do not know it.

Waes thu Hael or *Waes Hael* is thus not just a call for 'health' but has the deeper meaning of creating the *Haeldom*, of recreating that harmonious world that existed in the 'First Time' or 'Golden Age. The Haegl-Rune is thus symbolic of that First Time or Golden Age in one sense, and in its healing form symbolic of the return to that state, just as in the physical organism there is a need for a return to the state of equilibrium that existed before the illness. Treating the symptoms does not create this return, it merely puts off or eases the inevitable which is the continuation of the illness. When science realises that mind affects matter then perhaps we shall see change, for physical illness can stem from the mind through an effect upon the energy-centres of the body. It is usual to see this as a blockage at these centres, or in the 'channels' through which the energy flows.

This concept seems to apply just as much to the Living Earth which has energy-centres just the same. Through modern materialistic building methods these energy-centres are blocked or diverted, and thus the Earth becomes 'unhealthy' or 'un-whole' *'Un-Hael')*, it is sick. The building of houses, structures and roads in the wrong places must block the energy-channels, or divert the energy-channels, and thus create 'illness' in the organism. Whereas mankind should be part of a Living Earth, a Living Being, he no longer sees the 'wholeness', neither the 'holiness', and thus works against the Earth. Aided by the evil Judaic doctrine that the Earth and every life-form upon its was made for man to 'dominate' and to 'subdue' the process has led to mass-destruction of a kind unknown before.

If we are to see the victory of *Hael* or wholeness, and to create a healthy society and healthy race, and then a healthy Earth, then the connection with the *Divine Source* must be renewed. The *Haeldom* must be recreated, the *Ar Var Alda* or First Time must be imposed upon our mundane time, the Golden Age must be recreated. The Wyrd of Man is to create the *Superman*, to create a Race of Immortals, to recreate the Aryan Man, the Noble Man, to Resurrect the Hero. This should become the basis of our lives, not just a part of our Wodenic Activities. Folkish Wodenism is a *way of life* and not a 'weekend' pastime; it is not something like some of the 'hippies' take part, a 'part-time' venture to take them out of the 'rat-race'. ***Folkish Wodenism is a 'Way of Life' and Folkish Heathens say 'Yes to Life!'*** Life means living in a harmonious way, in harmony with the Gods and the Divine Forces of Nature. Nature should not be seen as just a physical being but is also a spiritual being, and the Earth may well also lose the link to the *Divine Source* and need to be 'healed' through being reconnected. Aryan Man, as Nietzsche stated, must be true to the Earth, as much as true to themselves. ***Hael & Sieg!***

(*) Modern medicines are designed to cure the symptoms and not get to the cause. The use of drugs to do so stems from the lack of knowledge of this 'wholeness' or 'health' and the roots of the words used. Modern doctors are, in the main, legalised drug-dealers dishing out an endless supply of drugs that in the main do not affect cures, but stop the symptoms to some extent. We will never see change whilst the 'National Health Service' is run on these lines, since the whole thing is based upon the profit-making of the massive Global Drug Companies who make billions out of this, and who will not change things due to this massive profit-making. Health, of course, should have nothing whatever to do with making money; ancient healers, no doubt, asked for a small 'donation' since they had to make a living, but this is far different than making massive profits from peoples health. Whether the 'health service' is nationalised or private makes no difference since the problem lies in the lack of knowledge of 'health', or 'wholeness' and that the cause of illness is due to the disharmony, and the breaking of the links with the Divine Source. Man 'killed' God and is now reaping the consequences.

Rahwhan & Alu-Ula

This post was sparked by a quick reading of an article by Osred in *Odin's Lore - The Magick and Symbolism of the Runes* **(*)** which features the mystery of a runic formula etched onto a roe-deer bone found at Caistor-by-Norwich, dated around 425 - 475 CE. I am not going to go into the history of this, which can be

found in the article itself, but look at another angle, that of its featuring in a fictional book by Nikolai Tolstoy *'The Coming of the King'.*

In this work the runes are Rad-AEsc-Eoh-Haegl-AEsc-Nyd; Tolstoy interprets these as R - ae - hw - ae - n. Raehwhaen. The 'ae' is a single letter represented by the AEsc-Rune. The first point made is that, read from right to left, this reads as *naeh* (near) *hwaer* (where) which does not get us far really, at least it does not give clues to the interpretation. Tolstoy goes on to say that Rahwhan is the basis of the strife of the world, meaning perhaps the conflict of opposites, and this same force governs the *Taefl* game, which features in this section. This struggle ends in 'death' which he sees related to the Nyd-Rune at the end.

Rahwhan influences the conflict of opposites, and perhaps directs it in some way. He goes on to give the following meanings to the runes -

Rad - The Driver of the Wagon. By Iring's Path drives the Chariot of the Bear, Woden's Waen. This is the 'Chariot of the King of Men' that leads the host of the slain towards Valhalla. This chariot wends eastwards to the 'place of death'.

Os - Os is Woden who hangs upon the World Tree (here the Eoh-Rune).

Eoh - The 'windswept tree', Yggdrasil, the World Yew-Tree.

Haegl - 'hail' representing 'elf-shot' and the 'arrow-storm' of battle.

Nyd - That which binds man's *wyrd*, death, the ending of all.

However, using his version of the runes in the book the second and fifth rune is not Os but AEsc, though the meaning may still be more or less the same. But Tolstoy uses the AEsc-Rune to start with and then changes to the Os-Rune. This may seem to be an error if it were not a fact that the runic formula could be from the Common Germanic Futhark rather than the Anglo-Frisian Futhork, especially since the Haegl-Rune has a single cross-stroke as opposed to the usual twin cross-stroke of the Anglo-Frisian row.

This is where the mystery comes in since by all accounts at this time in history the Old English Rune Poem runes should have been used, not the Common Germanic Futhark - according, that is, to some historians. I would like to point out that the *Horns of Gallehus* come from an area of Denmark once inhabited by the Angles - the English - and the runes are of the CGF with rune-postures from

the Anglo-Frisian, i.e. both runes feature. Some have claimed that the use of the CGF here, at this early time, suggests that some form of runic alphabet was used at an earlier period here in England. The problem lies, once again, in the 'Anglo-Saxon invasions' theory which makes for later dates, so this type of evidence has to be dismissed because it does not fit in. ***(**)***

We thus have the formula - R - a - hw - h - a -n with these being - Raidho, Ansuz, Aihwas, Hagal, Ansuz, and Nauthiz. The Taefl-board represents the conflict of opposites, Rahwhan being the force that directs that conflict. I would like to look at more meanings of these runes -

Raidho - The Chariot of Ingwe; Ingwe being the force that moves the Chariot, Woden's Waen (Great Bear). Ingwe is here Bootes, the 'Driver of the Chariot'. This happens at the Wheel of the Cosmos, at the area where the northern stars revolve around the Pole Star. This is also the rune of 'right order' of the Rita, that which governs the movement of all things, the rhythm of the cosmos and of nature. This rhythm is governed by the sacrifice, and the supreme sacrifice of Woden upon the Ancient Yew-Tree. Here he is *Waendal* who is the world-turner, the turner of the world-mill, he who spins the Fire-Whisk, whirling the cosmos into creation. The 'long mile-path' is the Road to Valhalla, the Road of the Dead, the Hel-Waeg. This rune leads the dead hero to the Road to Valhalla along the Milky Way or Iring's Way. This rune is also that of the 'rat' the animal that 'leaves the falling house' after it has left a trail of destruction; it then moves to another host and continues the process again.

Ansuz - Rune of Woden, the Ancestral God, the God of the Dead, the Lord of Valhalla, Leader of the Einheriar - Woden Herian. Woden's rune is placed alongside the two central runes - Aiwhaz and Hagal. Ralph Blum uses this rune as a 'Rune of Loki' which I have always seen as a distortion, yet the rune (as all runes) must have its equal and opposite meaning, and Loki is indeed on the opposite pole to Woden. Maybe there is some reason to see the negative side of Ansuz as Loki the Trickster.

Aihwaz - The Yew Tree, Yggdrasil in this case, the World Tree upon which Woden hang in order to recover the Ancient Runes. This rune is also that of *aiw* which is the *Life-Force*, the rune-root giving us our word 'eternity'. This is outside the bounds of time and space, a force that permeates all things and animates all things. This rune is the rune of Eternal Life, of Immortality, and of regeneration, since certain yews regenerate themselves from within as they die off. The Immortals are the Warrior-Heroes who go to Valhalla after their death on earth.

But this is also a Rune of Death since the yew-tree is deadly poisonous when eaten.

Hagal - This is not just a rune of destruction, of 'arrow-shot' or 'elf-shot' but a rune of wholeness, of healing, of health. Both equal and opposite meanings apply, as they do for all of the runes. This is a rune of health, but also a rune bringing death and destruction.

Ansuz - as above.

Nauthiz - Rune of Need; this is not just death since it infers 'necessity', that when things go bad it forces change upon us, forces us to get over the problems. It is also the Rune of Friction, the friction of the conflict of opposites, the friction created by the Eternal War of the Goten and the Joten. It is the Sword of Need, wrenched from the Barnstock Oak by Sigmund the Wolsunga, placed there by Woden. The tale of King Arthur pulling the Sword from the Stone is one of the right to kingship, whereas the tale of Sigmund the Wolsunga is different, it is the right of kinship as much as kingship, the right to bear the sword placed there by the High God - Sacral Kingship. This sword passes through the Wolsunga Royal House, it is not the property of a single king, it is the property of the Kinfolk of the Wolsungas, passed down from Sigmund to his son Sigurd, who reforges it when it is broken by Woden. What was given by Woden is taken in death by Woden. The rune is also of 'Friction-Fire' which is kindled when the need is greatest, it is the Flame of Life.

We do not seem to be much nearer to solving the mystery; I have covered this topic many years ago in the first runic work we put out between ourselves in Woden's Folk. The mystery was no nearer solving then, and though I cannot find a copy of this work now I do recall looking into the concept of 'raw' in regard to *Rahwhan*. We need to turn elsewhere first, and in the runic article Osred recalls this to be linked to *regin* and *ragna* in the Norse Lore - the former meaning 'divinely established magical power' and the latter 'invoke magic upon'. If the link is right then this is a Magical Formula to do with death (this and the sheep's bones were found in a burial urn).

It is interesting to note the link to *ragna* and thus to *Ragna-rok*, this being the 'invoking of magical power'. When I went through the mystical experience and Wodenic Initiation back in 1997 one of the things that I learned was that this experience was based upon the 'conflict of opposites', like Ragnarok, which ended

in their being transcended creating another reality, another way of being, in human terms another Race of Man.

Regin comes from an ***IE Root *reg-*** meaning 'to move in a straight line', or 'to direct in a straight line'. 'to lead or to rule'. This gives us the *OE riht* meaning 'right, 'just', 'straight', and thus our modern word *'right'.* Of course, the first rune - Raidho - covers this very meaning. From this root we get terms associated with kingship, ruler-ship, and leadership -

- realm,
- regent,
- regime,
- regimen,
- regiment,
- region,
- regal,
- reign,
- real.

There are also other words stemming from the same idea -

Latin *regire* meaning 'to lead straight', 'to guide', and 'to rule'.

OHG *rih* meaning 'king', 'ruler', from which we get the title Rig-Hama.

****reg-*** tribal king,

Germanic riks meaning 'king',

OE *rice* - 'realm',
ON *riki* - 'realm',
OHG *richi* - 'reich', 'realm',
OE *rice* - 'strong', 'powerful',
Sanskrit *raja/rajan* - king.

All of these varied meanings suggest ruler-ship and kingship; the term 'ruler' can also refer to a means of measurement. We can also get certain other words that bring us further to the meaning -

- *reger* - 'the movers',
- *erreger* - 'the initiators',
- *regiereden* - 'the ruling ones',
- *an-regended* - 'the inciting ones',
- *rege* - 'the active one'.

We have also the German word *recke* which means 'hero'.

I have mentioned before about the idea of the *Straight Road* by which other realms of being can be seen; this was the theme used by Tolkien when he declared that the Gods had made the Earth round, and that only the few could see the 'sunken lands' by taking the *Straight Path* as opposed to the curved path of the world today. I also hinted that perhaps the idea of the 'Flat Earth' was a misunderstanding (in one sense) because it does not refer to the physical earth and to the physical realms but to a different state of consciousness in which the worlds are different. In other words it refers to different dimensions of being.

Perhaps, just perhaps, the idea of 'moving in a straight line' referred to the higher beings (such as kings, shamans, aethlingas etc.) who were able to attain higher states of consciousness, thus seeing into other worlds of being. As 'wise men' they were fit to rule the peoples, the tribe, but this (of course) came to an end as we plunged deeper into the Warg-Age or Kali Yuga.

Thus *regin* or *ragna* refer to the *magical force that moves in a straight line*, the force that influences or even directs the conflict of opposites; it is the power hidden within the Ancient Runes. These ideas must be all linked to the meanings of the Raidho-Rune. We shall now move on to look at the thought I had earlier concerning 'raw'.

German *rauh* - 'raw',

German *rauch* - 'rough',

The idea here is something that is rough, raw, primal, and we might consider these to refer to some form of Primal Force or Power. I am here reminded of the very ancient Vedic God, Rudra, who is linked to these same ideas. We can thus link Woden to them too.

The 'straight line' could also represent the World Pillar or Cosmic Pillar, the Sacred Centre. There is also a Latin *regula* which means - 'a straight piece of wood', 'a rod'. Again, these terms also come from the Raidho-Rune which seems to form

the basis of this formula. There is also another ***IE Root *reg$_w$ -es*** which means 'darkness' and from this stems the Greek *Erebos* which is a place of darkness under the earth. Scientists do not, as yet, know what role *Dark Matter* or *Dark Energy* plays in the universe but they do theorise that it makes up most of what we call 'space'.

We can see the conflict of opposites as being the conflict of 'Ice and Fire' represented by the Isa-rune and Ken-rune, and thus it is Rahwhan that directs or influences the interplay of these opposing forces. Ginnungagap is the Primal Void, made up of Niflheim and Muspelheim, the forces of Ice and Fire. It is the conflict of these two forces that causes what we term 'creation', which is not something that happens at some fixed time in the past, but is a continuous process caused by this conflict of Ice and Fire. Ginnungagap is the *magically-charged void* and we can thus assume that this 'magical force' is Rahwhan which is what influences the other forces.

An interesting point to note is that the Ancient Runes were always drawn as straight lines and never as curves, the curves only coming into being when writing became part of the Germanic world. Runes were carved on wood, so straight lines would perhaps be easier, but the real reason seems to be that they were always meant to be straight lines, taking the straight path, representing the power of *regin/ragna.*

I am going to suggest that Rahwhan may have been a magical formula which was meant to guide the Woden-born to Valhalla, as suggested earlier in the article. The concept of Valhalla needs to be covered in more detail, which I shall try to do now.

Some modern scientists, those who concern themselves with consciousness and with such things as 'out-of-body-experience', and 'after-death-experiences' have suggested that what we think on the point of death, and thus what we have thought for some time before death, is how we experience death itself. This seems to make some real sense. In the case of Valhalla we can only see how the Vikings saw it, and that is a place where they went after death, fought and died each day, were resurrected to feast with the Gods, and then fought and died again - over and over - until Ragnarok when they would be resurrected to fight the Last Battle.

Looked at this way it was essential that the brave warriors of this time, and no doubt throughout the history of the Germanic Folk, actually believed

wholeheartedly in the concept of Valhalla, an afterlife in which they would be prepared for their next incarnation on Earth. This said, the Warrior-Hero who died in the struggle would be well prepared for his next incarnation; this would go some way in explaining how certain figures in history, heroic figures, have a strong sense of self-destiny, a sense that they have a heroic destiny ahead of them, indeed, a sense that they were born to undertake a higher destiny. This is in fact the driving-force behind their whole life. They live an *Archetypal Myth* because that is what they are, that is what they were in previous incarnations, and that is what they will be for eternity.

The process thus means that there has to be a belief in an afterlife, a belief in the idea that they will be reborn or 'resurrected' again and again in order to fight the Eternal Struggle. This also explains the concept of *Ragna-rok* which is not only the end product of this conflict of opposites, but the manifestation of this 'magical force' that causes this conflict of opposites, and which aids the process of the transcendence of these opposites to (re-)create a new cosmos and a new order. It may be that the Rahwhan Formula was the magical force that helped to 'send' the dead to Valhalla, to send the dead along the *Straight Path* that leads to Valhalla. It must be remembered that the *Dead-Ways* or *Hel-Ways* were invariably placed in a straight line upon the earth, the roads being almost always in a straight line.

If I am near the mark here there is a need for more research in this direction, since this is an important concept that must be incorporated into the teachings of Folkish Wodenism. We have seen here in England, and in many other European Nations as well as the rest of the White Nations, how in our time there is a growing youth-movement springing up, manifesting the Will of Woden shown by the dress and methods used in their work. This suggests the resurrection of the Einheriar into the youth in our times.

The idea of Valhalla was replaced by the idea of a 'Heaven' and a 'Hell', so that those who went to heaven stayed there are would not come back. This idea is alien to our Folk, and dangerous too if how we think before death affects us after death. The concept of Valhalla must be instilled into our Folk once again in order to further this cosmic struggle.

The ALU-ULA Magical Power -

Another runic formula that has been found on funeral urns, and thus connected to death, is the ALU or ALU-ULA runic formula. I have covered this in detail before so I will merely state a few points of relevance to this post. The runic formula

embodies another magical force rooted in the ***IE Root *alu-*** or ***alw-*** which has the following meanings, and the following words that stem from this root -

IE Root *al- to grow, to nourish,
beyond,
to wander,
to grind, to mill,
all.

alua (Greek) - 'I am beside myself',

aluot (Latin) - 'To wander aimlessly',

alwanza (Hittite) - 'bewitched',

IE Root *alw- 'To put under a magical spell'.

I see no reason why the word ***alu/alw*** cannot stem from most of these roots, even though this is not the usual way it is seen. What is implied is a magical force very much like *Rahwhan,* and indeed a magical force connected to death and no doubt resurrection. I have recounted the incident at Wayland's Smithy where a 'New Age' woman told me about a vision she had, a vision of a tall, fair warrior. This suggests something connected to the Ancestral Spirits, and here it seems one of these appeared at the Smithy. The words he spoke to her were -

ALU - ALU - ALU

Yes, the formula was repeated three times and this is part of the numerology of this runic galdor. I connected this to the Ancestral Spirits since this was obviously a Saxon Warrior from the past, a warrior who passed into and out of our world to give a message. Meeting the woman at that time, and at that place, was what Carl Jung called a *synchronicity*, but even more important was the message which I took as a personal message because the woman did not understand the term 'ALU' at all, so I took it upon myself to interpret the message. Below is a section from *The Emerald Tablets of Hermes the Atlantean*, which if anything should be regarded as an initiated work and not as a written record from such ancient times. I have placed certain sections in bold print so as to make these parts stand out; it is these parts that I shall comment upon.

Hear ye, O man, and list to my voice.
List to the wisdom that gives thee of Death.
When at the end of thy work appointed,
thou may desire to pass from this life,
pass to the plane where the Suns of the Morning
live and have being as Children of Light.

Pass without pain and pass without sorrow
into the plane where is eternal Light.
First lie at rest with thine head to the eastward.
Fold thou thy hands at the Source of thy life (solar plexus).
Place thou thy consciousness in the life seat.
Whirl it and divide to north and to south.
Send thou the one out toward the northward.
Send thou the other out to the south.

Relax thou their hold upon thy being.
Forth from thy form will thy silver spark fly,
upward and onward to the Sun of the morning,
blending with Light, at one with its source.
There it shall flame till desire shall be created.
Then shall return to a place in a form.
Know ye, ***O men, that thus pass the great Souls,***
changing at will from life unto life.

Thus ever passes the Avatar,
willing his Death as he wills his own life.

List ye, O man, drink of my wisdom.
Learn ye the secret that is Master of Time.
Learn ye how those ye call Masters are
able to remember the lives of the past.
Great is the secret yet easy to master,
giving to thee the mastery of time.
When upon thee death fast approaches,
fear not but know ye are master of Death.
Relax thy body, resist not with tension.

Place in thy heart the flame of thy Soul.

Swiftly then sweep it to the seat of the triangle.
Hold for a moment, then move to the goal.
This, thy goal, is the place between thine eyebrows,
the place where the memory of life must hold sway.
Hold thou thy flame here in thy brain-seat
until the fingers of Death grasp thy Soul.

Then as thou pass through the state of transition,
surely the memories of life shall pass, too.
Then shalt the past be as one with the present.
Then shall the memory of all be retained.
Free shalt thou be from all retrogression.
The things of the past shall live in today.

The Emerald Tablets of Thoth the Atlantean.

The passage talks about death and the means to gain access to the 'plane' where dwell the *Suns of the Morning*, those who are the *Children of Light.* It is clearly stated that it is the ***Avatar*** spoken of here, the higher beings or *Warriors of Light,* who will their death as he 'wills his own life'. This is the same as the Tibetan Buddhist idea of the Boddhisattva who incarnates at will in order to aid mankind.

What is then stated is the means to recall the 'lives of the past'; this is another way of saying that the methods here will enable the Einheriar (Fallen Hero) to awaken the *Blood Memory* when he resurrects again in the next life. The above tells us how this is to be done at the point of death - this is a method linked to our own ALU-ULA Runic Formula.

The consciousness is placed at the *Heart Centre* where resides the Lagu-Rune; this consciousness should be the Flame of the Soul, in other words the Initiate should visualise the Sacred Flame of his/her Being at this point, around the heart/ solar plexus.

The consciousness is quickly moved downwards to the 'seat of the triangle', i.e. the *Hara-Centre* two fingers below the belly-button. Then the energy is moved upwards to the *Mind's Eye Centre (Third Eye)* which is 'between thine eyebrows' and which is where the 'memory of life must hold sway'. The visualisation of the Flame of the Soul (Divine Spark or *Litr Goda*) at this point should be held until death. This act retains the *Blood Memory* into the future incarnations.

The part which is not fully clear here, which is important to investigate further, is the movement of the 'Flame' to the 'seat of the triangle', since it is not clear which centre this is. I have placed it at the lower centre because this is an Inverted Triangle, as we have seen it in our own ideas. In doing this we invoke another formula - ***LUA***. This uses all three centres in the formula, which seems to be logical.

This is the Way of the Solar Warrior, the Divine Hero who wills his own death and his own rebirth in a new form, a rebirth into the Eternal Struggle, as outlined by the master - Don Miguel Serrano. The place of these 'Sons of the Morning' ('Morning Star'?) is of course Valhalla! The 'source of thy life' is said to be the Solar Plexus Centre, which is used in the daily exercise designed to pave the way for death. The 'soul' is described as a 'silver spark', this is the Flame of Life or Divine Spark within the Solar Hero - this is the 'Flame of the 'Gods', the 'Gift of the Gods'.

When Hama incarnated at the end of the Golden Age, incarnated as Sheaf-Ing, he came from the Gods after being given a drink from the Three Wells or Three Cauldrons, and thus he incarnated, forgetting who he was in order to move freely amongst men. Rig-Hama is equipped with strength, endurance and wisdom through a draft of the -

jardar magn

svalkaldr saer

sonar dreyri

These are most probably the same as -

urdar magn

svalkaldr saer

sonar dreyri

These are the 'Earth's Strength', the strength of the Well of Wyrd, the 'cool-cold sea' is from the Well of Hvergelmir, and from Son or Mimir's Well - the Well of Memory. This is significant to the arguments above since the Well of Memory lies

at the *Heart Centre/Solar-Plexus Centre.* It is from this centre that the 'Blood Memory' is raised to the *Mind's Eye Centre* in order to retain this memory into the next incarnation.

It is interesting to note that the words 'ALU' as spoken by the Saxon Warrior at Wayland's Smithy are the runes used to bring the power downwards from the Mind's Eye to Bodn at the Hara-Centre/Root Centre. This itself suggests the movement of the spirit of the warrior from the 'Otherworld' into the Realm of Midgard, the energy moving downwards to the Earth Centre (Midgard). Since the *Well of Memory/Blood Memory* dwells at the *Heart Centre* it fits in well to see this as the starting-point as in the *Tablets of Hermes,* from where it moves downwards to the *Hara-Centre*, then swiftly upwards to the *Mind's Eye Centre - Odroerir.*

To sum up, we have a formula which links to our own ideas on the Three Cauldrons, a formula that can be used at the point of death to ensure that the *Blood Memory* is retained into the next incarnation. This is based upon a ***Formula LUA*** derived from the ALU-ULA Formula of the Three Cauldrons or Three Energy-Centres of the body. We have also the ***Runic Formula RAhwHAN*** which is a magical force that is behind and directs the Eternal Conflict of Ice and Fire - the Eternal Conflict of Opposites. The first guides the Warrior-Hero on the Road to Valhalla, and the second seems to have a similar role in this process. It might now be appropriate to look again at these runes -

Rad - the Road to Valhalla, the 'long mile-paths' on which the dead journey through Iring's Way (the Milky Way) to reach Valhalla. This is both the 'road', the 'journey' and the Warrior-Hero who makes that journey. This rune represents the 'Journey of the Dead' along the 'Dead-Ways' or 'Straight Tracks' that can be found across the country. It also represents the 'Journey of the Dead' across the waters in the Viking Ship-Burial, where the 'Fire' is kindled, transforming the individual, and returning the Fire to the Water.

Ansuz - Woden as the Ancestral God and Lord of Valhalla; this is the *Ancestral Force* because the ***IE Root *ansu-*** means 'spirit' - these are the *Spirits of the Dead Warrior-Heroes.* This represents here, as the second rune, the *Spirit of the Warrior-Hero* who undertakes the journey to Valhalla.

Aihwaz - This rune represents the Yew-Tree, the Tree of Eternal Life and of Resurrection and Regeneration; it is also the Tree of Death. The stave represents the World Tree and in particular the upward-downward movement from the centre

to Asgard and Hel. The stave is made up of twin Lagu-Runes which is interesting in that the Lagu-Rune is central to the Three Energy-Centres in Wodenic Lore. The ***IE Root *aiw-*** means 'Life-Force', 'Vital Force', 'Vital Energy' and 'Eternity'. Here we see the secret of Valhalla - the Road to the Immortals, to Immortality.

Ansuz - This rune represents the Warrior-Hero who undertakes the journey to Valhalla along the Dead-Way, along the Straight Road which leads to Valhalla. Guided by the Ancestral God, Woden. The 'Straight Road' in a way suggests the Spinal Column through which the energy or 'Life-Force' moves. This 'Life-Force' leaves the body as the 'Silver Spark'.

Nauthiz - This represents 'Death' but it also represents the need to overcome 'Death', to go beyond to Eternal Life in the Halls of Light - Valhalla. This tells us that the 'death' of the 'memory' can be overcome through spiritual exercises at death, but more importantly through the knowledge that the spirit of the Warrior-Hero will pass at death to the Halls of Valhalla. This is also the *Need-Fire* which is kindled as the 'Cremation-Fire' which is the Fire of Transformation, the fire that transforms the earthly warrior-hero into the Divine Warrior-Hero who then dwells in Valhalla awaiting rebirth in order to continue the Eternal Struggle. ***(***)***

This is why the great Warrior-Heroes were buried with their earthly belongings, because it was believed that they would need them in the next world; they would need them because they retained their essence into the next world, and into the next life. They had recreated their *Body of Light (Astral Body)* and were thus able to move on to the Otherworld Realms in their own body, and not be absorbed into the 'All' or the 'One'. They remained as individuals, creating the ***Absolute I*** that Miguel Serrano speaks of.

It is not our place to intellectualise, or to argue as to the meaning of 'Valhalla'; we have to believe in Valhalla, to believe that it exists and is the place where we shall go after death. To feast and drink with the Gods and the Warrior-Heroes we knew and struggled with in our lives. This is the core of our religion, the core of Folkish Wodenism. Valhalla is not a point of debate, of scholarly research into what it is, where it is, and why it is. Valhalla is the place we go after a glorious life in the struggle between the Goten and the Joten - it is the training-ground for our next incarnation on Earth. Believe! - And it will be so! We have willed this life, and we shall will our death! And we shall will the life to come in the same heroic struggle.

Lo, there do I see my Father,
Lo, there do I see my Mother,
Lo, there do I see my Sisters and my Brothers,
Lo, there do I see the line of my people,
Back to the beginning.
Lo, they do call to me, they bid me take my place
in the Halls of Valhalla,
Where the brave may live forever!

Hail the Glorious Dead!
Hail the Victorious Dead!

Victory or Valhalla!

(*) 'Odin's Lore - The Magick and Symbolism of the Runes edited by Troy Southgate (ISBN: 978-0-9955677-4-0) available from Black Front Press and no doubt on Amazon. The article is *'An Unsolved Runic Mystery'* by Osred.

(**) *There is also another theory that the 33-rune row was earlier and, like the Younger Futhark, some runes were dropped out at a later date, leaving 24 runes in this case. We have no evidence of this, though that does not negate the idea since there may be evidence somewhere out there which has also been 'dismissed' because it does not fit in. This is another subject though.*

(***) In the article Osred points out that there is an Old English word *nidgedal* defined in the Bosworth-Toller Dictionary as *'An inevitable parting, the parting of body and soul'*. The 'exit' for the soul to leave the body would be the 'hole' at the top of the head, the hole that exists when we are born (to allow the soul to enter). When I use the term 'soul' it is not in the Christian sense of the term but

in the sense engendered by the ***IE Root *sowil-*** which means 'swift-moving' and also the Sun. The 'Suns of the Morning' would be the sense used.

The Haegl-Rune is shown above; simply it is twin upright staves and two angled cross-pieces. But if we look more closely at the symbol it is actually made up of two Ur-Runes, one upright and the other upturned - UR-RU. But it is also made up of a downward-stroke Ken-Rune and an upward-stroke Ken-Rune in reverse. This is interesting in that it would suggest a male-female binding. This parallels the use of the Hagal-Rune by Miguel Serrano who sees this as the Union of HE/SHE, but using the Man-Rune and Yr-Rune from the *Armanen Rune-Row.*

The twin Ur-Runes obviously relate to origins, and the twin Ken-Runes to fire; there is an Ur-Fusion and a Ken-Fusion making up the Haegl-Rune of the English Rune-Row. The concept of the ***Ur-Fire*** is suggested for this rune-stave, and yet it is a rune of frozen ice (hail). The *Norwegian Rune-Poem* tells us that 'hail is the coldest of corns', meaning that it is frozen ice. The *Icelandic Rune-Poem* has much the same - 'hail is cold corn and driving sleet'. Yet the *Old English Rune-Poem* starts with the same idea - 'hail is whitest of corn, from heaven's height it whirls' - but then adds a very important point - 'winds blow it, it becomes water after'. This last sentence suggests that there is another element within the

meaning of the rune-stave - heat and fire. This is actually suggested in the *Icelandic Rune-Poem* in the phrase 'sickness of snakes', for snakes are cold-blooded animals.

The rune-stave actually contains a sort of 'Creation Myth' since it has all the elements of the Norse Creation Myth -

Ice - Fire - Drizzle

There is a rendering of the Ur-Rune which has within the stave 'droplets' that suggest 'drizzle'. Indeed, the *Icelandic Rune-Poem* has for the Ur-Rune the meaning of 'drizzle'. Drizzle, in this case, is symbolic of the heating of ice which turns into water and then into water-vapour - all of which happen through the application of heat at different levels.

The primal building-block of creation can be found in the concept of *Niflheim* which contains the 'mist' (drizzle) which forms from the conflict of Ice and Fire. This is found in the modern scientific term *nebula* which stems from the same ***IE Root *nebh-*** meaning 'mist' or 'cloud'. The meaning given in the *Icelandic Rune-Poem* is thus related to the *nebula* which is a gaseous mist from which new stars are formed. This is thus the building-block of creation. It is interesting to note that the Welsh version of the Wild Hunter-God is *Gwyn ap Nydd* meaning 'Gwyn (White), Son of the Mist'.

If we use the Common Germanic Futhark version of the Hagal-Rune (as shown above) we still get the Ur-Ru symbolism, and we still get the twin-Ken-Runes too, so there is no real difference between these two versions. The main point, I believe, is that the rune shows a symbolism of turning the static state into a state

of flow and movement - Ice (static) turns into Water (flowing). The third force needed to make this happen is Fire (heat) which must be inherent in the rune-meaning in order to create the wholeness of the rune.

It is the Rune of Wholeness (Heil/Hael) since it contains the balance of opposites within the same symbol - the balance of Ice and Fire. But it also contains the very basis of life, through the Hagal-Rune (Snowflake) being the core of the *Seed of Life* and the *Flower of Life.* The rune is thus the basic building-block of life itself, and of creation (which occurs at every moment and is not just a point in the past when everything was 'created').

The Hagal-Rune is also the central point of the *Nine Glory-Twigs* and is thus the basic building-block of the Mother Rune (as well as the Gar-Rune). The central column contains the following runes which are symmetrical -

- Hagal-Rune
- Gar-Rune
- Ing-Rune (not actually containing the upright stave)
- Ior-Rune
- Tir-Rune

Thus we have the *Primal Crystal of Life* (Hagal), the *Sacred Centre and Axis-Column* (Gar-Rune), the *DNA Spiral* (Ing-Rune), the *Serpent - Life-Force* (Ior-Rune), and the *Sky-Father* (Tir-Rune). There is here a strange kind of 'pattern' evolving -

Hagal - the 'crystal' or 'pattern' of life-forms; the pattern of creation. The Union of the Male and Female - Union of Opposites.

Gar - the Sacred Centre and World Pillar; the spinal column or Mount Su-Me-Ru, up which the *Fire-Serpent* rises.

Ing - the 'double-helix' or Twin Coiling Serpents which move upwards along the spinal column (Pillar/World Mountain).

Ior - the Serpent, in this case related to the *Fire-Serpent.* Ior-mun is a variant of the English Eor-men which is related to 'Irmin', which can refer to a pillar or post, but can also mean 'to set into motion'. The Sacred Column is the Irminsul and the Spinal Column of Man.

Tir - the rune-stave suggests upward motion or movement upwards along a column. Tiwaz means 'The Shining One' so we have the suggestion of 'enlightenment' or 'awakening' here.

The 'Union of Opposites' occurs at the *Crown Chakra* and is Miguel Serrano's 'HE/SHE'. This, of course, is not the final stage in our work, for this involved going beyond to the Black Sun and the Green Ray, and the creation of the ***Absolute 'I'***. This stage, of course, could be seen in the Is-Rune which I omitted (deliberate mistake I assure you) from the runes above.

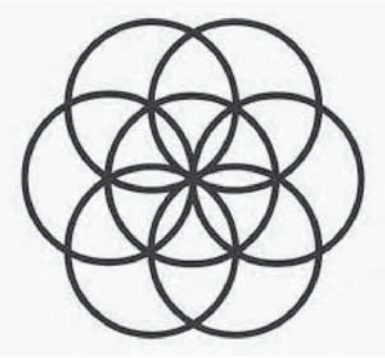
There is also another hidden 'pattern' within the *Nine Glory-Twigs* since we have three distinct and similar runes on the central column - Hagal-Ior-Ing. All of these contain the *Gifu-Rune* or 'Gift-Rune'. Ing, of course, is the 'odd one out' here since it does not have the central column; this further suggests the movement (of the *Fire-Serpent*) within the 'channels' (Ida and Pingala) at each side of the spinal column.

There is also the *Ger-Rune* which symbolises the yearly cycle or a full cycle, as well as the 'harvest' obtained through the rewards of what is sown previously. The Hagal-Rune is also the 'seed' (Seed of Life) which gives new life and new birth - creation. Science, or at least the more advanced form of science, now knows that the 'seed' is far more than it seems, for it contains a blueprint of the final form of the life. This may look like a tiny 'speck' but in reality it contains the end-result of the life-form, as it is when fully formed. The Germanic Ing-Rune forms part of the Ger-Rune and is the 'seed' of new life; it is the 'blueprint' for the fully-formed life-form.

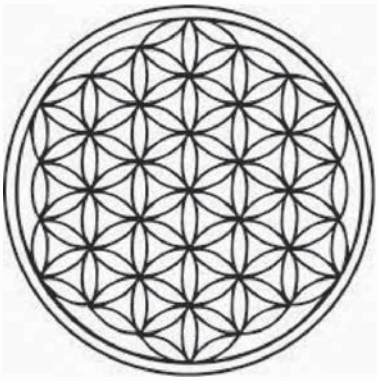
We can certainly say that the Haegl-Rune contains *Hail* and *Heil* as a Rune of Balance, the balance of opposites in one symbol. As the Rune of Wholeness it is the 'Seed of Life' which contains the blueprint for the fully-grown form; it is 'whole' from the very start of the process of life and growth. This, I think, is how the 'aura' is viewed, as the true form from which the physical body is formed. In regard to the *Heil* or 'wholeness' we may see this as the (re-)creation of the *Astral Body* or *Body of Light.* Again, advanced science has postulated that *Light* affects the DNA Spiral.

What I have shown here is that the secret of the *Nine Glory-Twigs* lies not only in that it is the 'Primal Matrix' of the rune-staves, but that the positions of the staves within the whole are important too. The crystal is the basic form of life, and the Haegl-Rune (in its Hagal form) is the Crystal or Krist-All.

Yggdrasil and the Runes



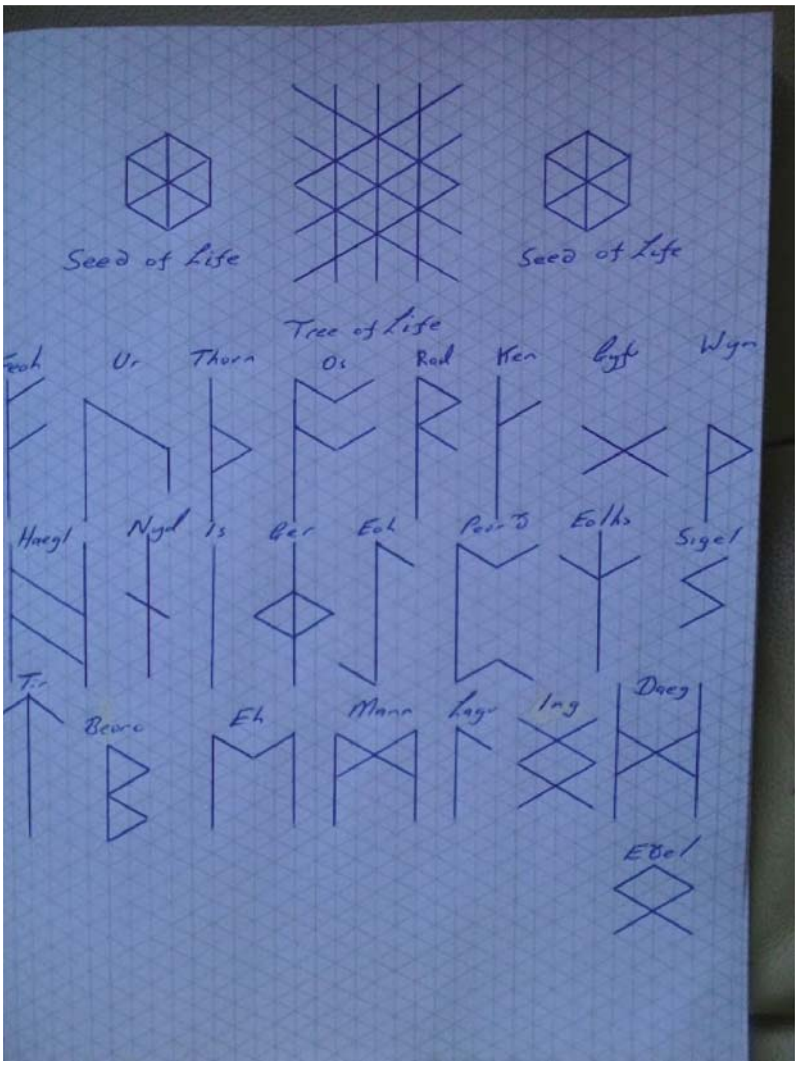
SEED OF LIFE



FLOWER OF LIFE

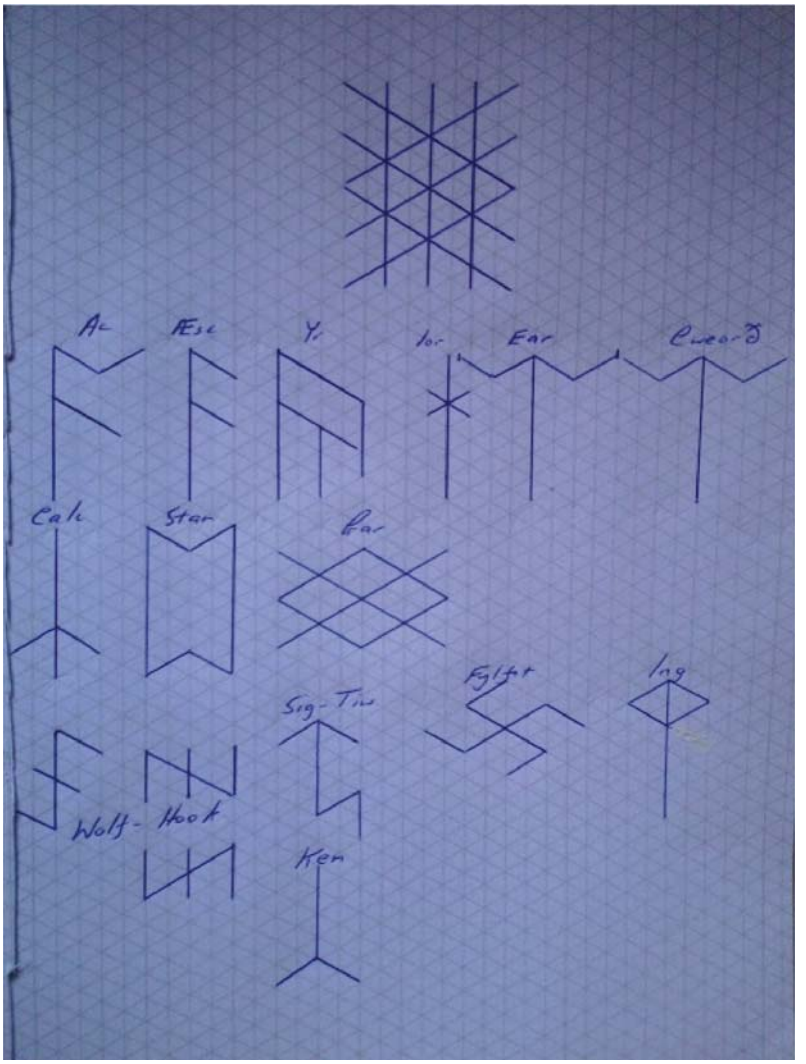
In a previous post I looked at the 'Seed of Life' and the 'Flower of Life' as being part of a kind of 'matrix' which forms the basis of all life-forms. The very basic core of both of these symbols is the ***Hagal-Rune*** or the ***Hag-All***. As the hexagon this is the ***Crystal of Life*** which some German Rune Magicians called the ***Krist-All***. Within the symbolism of the 'Flower of Life' are the ***Nine Glory-Twigs*** which form the 'Mother-Rune' of the Ar-Kan Rune-Row. **(*)**

I am now going to look at the figure of the ***Nine Glory-Twigs*** in the form which has the hexagon at the centre, the ***Hag-All/All-Hag***. This, I must add, is just one of two ways of showing the ***Nine Glory-Twigs***. Both ways have the Hagal-Rune at the centre and both have the Gar-Rune as the central rune also, but what I am going to show here relates to the 'Form of Life' patterns shown above. **(**)**



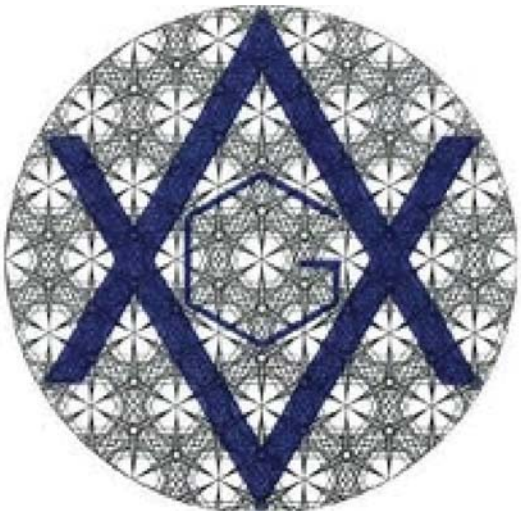
You can see in the above photo that I have used isometric paper for ease of drawing the runes; this paper is used for drawing three dimensional figures (3-D). The basic pattern of the paper is the hexagon or cube (cube in three dimensions). (I got the idea of the isometric paper from a YouTube video and the basic pattern fits what I am doing here.) ***(***)***

In the above I have drawn the first three AEttir of the Ar-Kan rune-row, the last nine runes being on the figure below -



Together with the nine extra runes are three variants of the Wolf-Hook Rune, the Sig-Tiw Rune, an alternative Ing-Rune and Ken-Rune, and the Fylfot-Swastika shown as a three-dimensional symbol. These are what I could think of at the time but there are certainly more symbols to be found from the basic figure.

The 'Seed of Life' certainly grows into the 'Flower of Life' and from this stage comes the 'Fruit of Life', and thus back to the 'Seed of Life' which creates new life. Thus we have the basic unit of Guido von List's work - Birth-Life-Death-to-Rebirth.



I found the above symbol online, and when looked at carefully it shows one of the prime symbols of Freemasonry, the 'Ing-Rune' and the 'G' in the centre. Of course, we need to understand that symbols are not inherently 'evil' in any way, and it has always been the case that they have been stolen by the forces of the *Counter-Initiation* and used for their own purposes. In this case it is my belief that the basic unit of this - the ***Cube of Saturn*** - has been adopted because this is the 'Pattern of Life' (Universal Pattern) which the three main religions - Judaism, Islam and Christianity - use for the purpose of spreading the **darkness** throughout the universe. All three of these slave-religions use the ***Black Cube*** for their symbolism, even the Christian Cross is the cube opened out! (Which shows that the true Christian Symbol was the original Fish of Pisces, but the Cube-Cross replaced this at a later time.) ***(****)***

The 'G' in the above, when squared off to suit the pattern, makes a spiral form of a '6', the number which is related to Saturn. The 'Ing-Rune' is the DNA-Code and also symbolic of the 'chain of life' since it has the meaning 'offspring of' or 'son

of'. In a sense, in the way it is drawn here which is slightly altered from the one we use, it can be seen a Twin-Fishes, the Sign of Pisces. The main point here is that all of this symbolism is used to spread the darkness throughout the universe; scientists know that **Dark Matter** exists but they do not as yet know what it is. Since it makes up some 80% of the universe in a time of the **Dark Age** maybe there is some link with what has been said here.

In the above I have used an alternative to the 'Flower of Life' in that in our own Northern Tradition we could use the ***Tree of Life*** which is ***Yggdrasil***. The name 'Ygg-Dra-Sil' fits well with the 'Nine Glory-Twigs' since it too is based upon the Mystical Number Three -

Ygg - Ygg-Woden

Dra - 'three', 'to turn', 'to coil'.

Sil - Column/Sun-Column.

If we see this 'Tree of Life' as Yggdrasil then the central column has three 'points' of intersection which are the three main worlds (3 + 3 + 3) of Asgard-Midgard-Hel. Interestingly, using half-lines there are nine points which thus give us the Nine Worlds and the Nine Chakras (moving beyond the seven).

Since the 'Seed of Life' is the 'Mother-Rune' of the Armanen Rune-row then this was the right rune-row to be used at the time when the 'Seed of Life' or 'Seed of a New Order' was sown through the awakening of the German Nation in the late nineteenth and twentieth century. This 'Seed of Life' would actually be 'sown' through the phenomena known as the 'Ride of the Wild Hunt' which takes place at the Yuletide of the Year - in this case 1933 - 1945 (the twelve years representing the Twelve Nights of Yule). The Wild Hunt is the force of destruction-to-recreation and as such through the destruction wrought in World War II the 'Seeds of Creation' were sown. This symbolism can be found in the image of Woden riding Sleipnir at the Yuletide of the year when his horse's hooves leave behind them the 'seeds' sown for the new year to come. That 'seed' is now beginning to grow into the Great Tree, the force that will bring into being the New Order.

This, in fact, puts paid to the criticism of the Armanen Rune-System because it is not 'historical'; Guido von List embodied the ***Archetype of Wotan*** when he recovered the Ancient Runes after a cataract operation which left him blind for some months. The Armanen Rune-row was the one that fitted the era when the 'Seed of Life' was sown. ***(*****)*** Today we have entered the era when the 'seed' has begun to spring into new growth, and thus the 33 Ar-Kan Runes formed from the 'Tree of Life' are valid to the work we have been undertaking. We can see that it is necessary for us to adopt the larger rune-system in that it contains the ***Ing-Rune*** which is the 'Rune of the Son', and the Rune of the Ingas.

If we look at what I have been saying about the 'Tree of Life' then the runes are in fact a form of 'Tree Alphabet' but not in the sense that the runes are merely a form of writing as some would have us believe. The runes, as can be seen here, have three distinct levels of meaning -

- ***At a Cosmic Level they are the Secrets of the Cosmos.***
- ***At the next level they are the Secrets of Nature.***
- ***At the next level they form the Mysteries of Man.***

At all three levels the World Tree - Yggdrasil - forms the basis of the wholeness of each. The 'Seed of Life' grows into the 'Tree of Life' from which the 'Fruit of Life' ('Seed of Life' again) forms with the maturity of the Tree. Birth-Life-Death-to-Rebirth again. We can see then that the runes have to be read on all levels of being as if they were the same; each level has the same essence if not quite the same form.

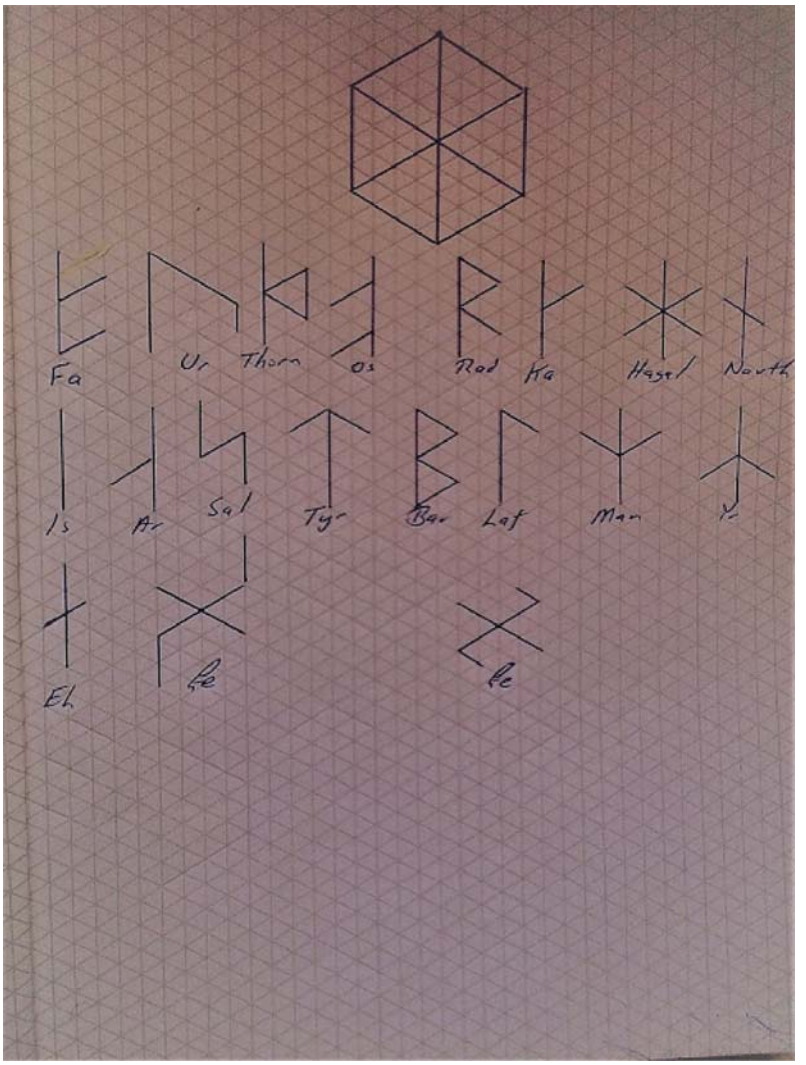
The Walknut can also be drawn using an Isometric Grid, as was shown on the video on YouTube. Although the cube forms the basic pattern, this itself is formed from six triangles, so the triangle is in fact the very basic form of the 'Pattern of Life'. Whereas the cube is formed of six triangles the Walknut is formed of ten triangles (three times three with one at the central point). The Number 10 itself suggests the start of a new sequence. As I have shown in one of our magazines, when you use a piece of cordage laid out in the form of the Walknut it forms a 'slip-knot' which is the simple form of the 'hangman's knot'. It is the ***Knot of Woden***.

Adding these ideas together we have the World Ash-Tree (Yggdrasil) on which hangs the god Ygg (Woden); in the same symbolism we have the 'Hangman's Noose' which is symbolic of Woden. It is usual to see the World Tree as an Ash-Tree but some feel that it is really a Yew-Tree, due to the Eddas calling it the 'Needle-Ash'. But here we may be 'barking up the wrong tree' (sorry, could not resist that one) for may not the term 'Needle Ash' be used for the ***Mountain Ash*** whose leaves are somewhat more pointed than the Ash, but whose alternative name is the ***Rowan-Tree ('Rune-Tree')***. Woden rediscovered the runes whilst he hung in a self-sacrifice upon the 'Rune-Tree'. What he had to do was to recognise the patterns of the runes within the tree itself. ***(******)***

If we look carefully at the Fylfot-Swastika form used in the diagram it seems to us as a three-dimensional form, as if we were looking downwards onto the symbol. But it also shows something else, for looked at from this angle the pattern is made up of squares/cubes which has to relate to the board-games known as

Chess and **Taefl**. It has been suggested that the outcome of the **Taefl-Board** or **Knefatafl** is decided by **R-a-hw-h-a-n**.

Woden was said to have 'peered down' in order to see the rune-staves; looking at the Ger-Rune, the Gar-Rune and the Fylfot-Swastika these appear to be the ones that show up at a three-dimensional level when we 'look down' upon them at a certain angle. Both of these contain the Germanic Ing-Rune which looks like a square when viewed in this way. Put another way the 'lozenge' becomes the 'square' at a 3-D level.



The 18 runes of the Armanen Rune System can all be taken from the Hagal-Rune or 'Mother-Rune' as shown above. I have drawn the Thorn-Rune as it would be taken from the hexagon-shape, though it is usually drawn as in the CGF. It could also be drawn as just a 'thorn', a triangle.
Finally, the Nine Glory-Twigs form can be used as a meditation in itself; this is done by concentrating on the form and drawing the runes out of the Pattern of Wyrd. Wyrd is the whole, the runes are formed from the whole. Wyrd is formed from the interconnecting 'threads' which in this case run upright and diagonally making up the pattern as it is.

(*) *I will call this the 'Ar-Kan Rune-Row' rather than the 'Anglo-Frisian Rune-Row' because ours does use some alternative runes; this has been done to fit with our own unique Wodenic Lore.*

(**) *This form is the way that some have drawn the pattern; Hamasson used this form in a painting he gave to me.*

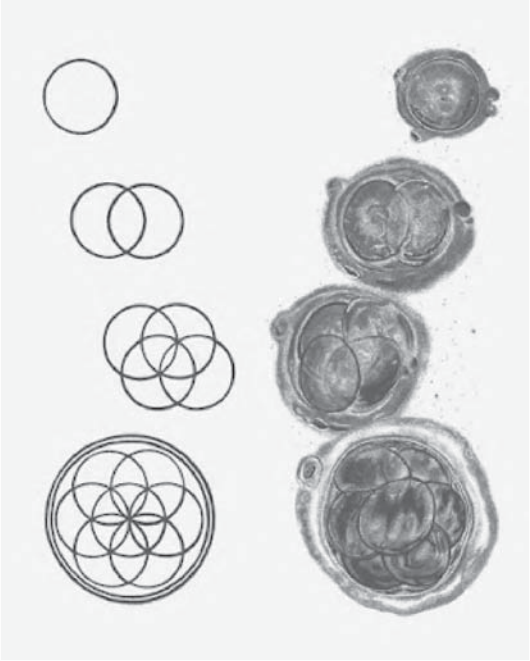
(***) *See the videos by Asaheim Wulfguard on YouTube; he has nothing to do with Woden's Folk and works on his own initiative.*

(****) *Saturn has a hexagon at its North Pole and an Eye at the South Pole. This is significant in view of the use by the Dark Forces who control the three major religions - Judaism, Islam and Christianity.*

(*****) *Guido von List actually prophesied that a new force would arise around 1932, only a year out from 1933.*

(******) *One of the most effective Runic Meditations is the 'Tree Meditation' where the runes are found in the patterns of the branches of trees. Runes can be found everywhere in life, but this is most potent in that we can see the runes appear around us in the woods and forests.*

Seed of Life



This post is short and sweet; I will leave it to my readers to see the similarity between the symbols on the left and the stages of growth on the right. All that needs to be said is that the basic symbol of the 'seed' and of 'growth' is the Hagal-Rune which forms the central core of the seven-circle symbol at the bottom.

My point in showing this is also simple, for it proves beyond doubt that the ancients knew and used the runes as the ***Secrets of Nature*** and not merely as an alphabet for writing with. They were indeed ***Magical Symbols*** because they worked with the Laws of Nature and harmonised with Nature at all levels. Knowing the Secrets of Nature meant being able to use them in a magical way; this is the basis of magic.

This also puts to rest the idea that the Hagal-Rune is solely a rune of destructive power, for the idea of growth is the opposite to that of destruction. Yes, it can be destructive but it is also a rune of health, healing and of balance. As a rune of new life and of growth it can of course be used at other levels where growth is needed.

Hael & Sieg!

The Mysteries of the Rad Rune

The Rad Rune has very complex meanings at various different levels; it is a rune which I shall consider here. Firstly the shape is that of an upright stave which represents the World Pillar and a reverse Sieg-Rune which represents the blood of the sacrificial animal which runs down the pillar.

'For me a shrine of stones he made,
And now to glass the rock has grown,
Oft with the blood of the beasts was it red,
In the goddesses ever did Otter trust.'

This text comes from the Eddas and refers to what is known as the *'Reddening of the Post'.* The blood of the Sacrificial Ox reddened the World Pillar, anointing the pillar in order to restore world order. This, of course, would apply to an era in which everything dissolved back into the Primal Chaos. The Primal Root ****rud*** would thus mean 'to redden', or 'to blood' (in this specific sense). In the above text it is to the goddesses that this sacrifice is made, this seems explicit from the wording. What is meant by 'now to glass the rock has grown' I am not sure as yet but it must have some importance; it seems that this change in the rock was due to the regular blood sacrifice. It does not say that a bull was used, the wording

being 'beast'; there is a phrase about a 'Sacrificial Lamb' but this hardly fits the term 'beast'.

(Looking back at this part I had the thought that the idea of the rock changing to glass (if this is the real translation of the Old Norse) would be symbolic of a transformation. Not only a transformation but one in which a dense material (rock) is changed into a transparent material (glass). This suggests a change in the state of things.)

In the Old English *Dream of the Rood* we find a somewhat similar theme but this time in the form of what at first glance seems to refer to 'Jesus' but which appears in a totally different form than that of the 'Jesus Christ' of the bible. The first link with this is the term 'Rood' which is important in that this is a unit of measurement - square measurement. However, this is just part of the meaning associated with this rune since the **Rod** is also a unit of measurement, but in this case linear measurement. We should here ponder the connection between the rod as symbolic of 'to measure' and the rod (the sceptre) as symbolic of authority, especially in view of the various meanings from the ***IE Root *reg-*** which refer to one who rules and means 'to move in a straight line'. The Rad Rune embodies this idea of ruling in both the sense of linear time and of ruling over an area of land measured by the rood. The link between Blood and Soil is quite obvious here.

The 'Measuring Rod' was symbolic of the power to rule because it represented a 'ruler'; in one legend Robin Hood carried a 'Mete Yard' which is a 'measuring rod' symbolising his right to bring justice, law and right order. Interestingly, the word *rid* means 'to free' so here we have a direct link between freedom and the Warrior-Hero who fights for the freedom of his Folk. Robin Hood, of course, is an *Archetypal Folk-Hero.*

The figure here is that of a 'hero' who hangs upon a living tree, and it is made clear that no only does the Divine Hero suffer and bleed, but also the Divine Tree suffers and bleeds. The inference here is that the Divine Hero-God suffers as the Cosmos suffers - the Divine Tree obviously being Iggdrasil. The image of the Divine Hero on the Tree can be found on the symbol of the rune-stave, an upright pillar and the figure hanging upon it. Looked at as being from the side-angle this is very much like any 'crucifix' symbol.

The rune is also the Rit Rune which represents the Rita or 'Cosmic Order'; this is clear when we consider the above rune-meanings which show the means needed to restore world order or cosmic order. It must be remembered that the Rood is

also the 'Gallows Tree' - the Tree of Woden. The Rita is far more complex than this simple meaning - 'Cosmic Order' - implies, for it has various levels of meaning which must be tackled on its own right.

The Rad Rune also refers to a 'journey' of some sort, implied within certain words that stem from this rune-root -

rad (OE) - street, path, road.

ridan (OE) - to ride.

rado (OHG) - swift.

girado (OHG) - suddenly.

reid (O.Ice.) - wagon.

reida (O.Ice.) - equipment, motion.

All of these stem from the ***IE Root *ret(h)*** which means 'to roll' or 'to run'. We can see in this a link to the idea of the 'straight road' that I have touched on before. This suggests that this rune concerns the 'quest' or 'journey' undertaken by the Hero-Knight ('ritter' or 'ridder') - the Knight Errant. This is not merely a physical journey but a journey taken between two worlds or realms, from one dimension into another dimension. The word 'knight' stems from Old English and means 'youth' so this perhaps hints at the Cultic Initiation done through the Mannerbund. The 'wagon' refers not only to the Sun-Wagon but also to Thor's Wagon, the Chariot of Thunor. This perhaps refers also to Thunor's travel between the worlds. The rune refers also to the journey of life and of becoming.

Turned sideways the rune-stave hints at the sexual act between man and woman. This is also hinted at through the 'slang' term 'to ride' which we find in the Old English *ridan* meaning 'to ride'.

Another meaning refers to right counsel or right advice, inherent in the following -

rad (O.Ice) - counsel, plan, advice.

rada (O.Ice) - to give advice.

rat/raht (OHG) - counsel, decision.

raedan (O.E.) - to govern, rule.

raed (O.E) - help advice.

We can see in the Old English *raedan* how being a ruler was specifically linked to being able to give good counsel, and thus being a knowledgeable and wise man or woman. This is inherent in the root-words given here, all of which stem from the Rune-Root RAD. The root ***rod** also refers to justice and to punishment for wrong-doing. In this we specifically refer to Aryan Justice which is when the crime must be atoned for by making it right with the person to whom the crime was committed, and not to raise 'funds' for the State through a 'fine' imposed for the crime. In Aryan Law the one committing the offence has to make it right with the person it is committed upon; this is done not only for the purpose of making it right with the victim but also to help the offender to become a better part of the tribal group. In our corrupt and rotten society the victim is rarely compensated for a crime since the state takes the 'fine' which is thus nothing more than another form of taxation. This is why there are so many rules and 'offences' today, which aid in funding this rotten state.

There is another meaning to this rune, that of the 'wheel' referring to the 'Wheel of the Year'. This is in fact the path of the Sun through the Solar Year, this being found in the rune-stave using the Sieg-Rune along a straight line (when the rune is turned sideways). The Sun's path is clockwise through the signs of the zodiac - Aquarius-Pisces-Aries etc. This concept is also linked to ***ritual*** which creates right order and upholds the Rita. There is no coincidence in the word RIT being a reflection of TIR since Tiw is the God of Justice and Right Order. This is also the role of Thunor in a sense, and we find the very same thing using his name THOR and its reflection ROTH, the latter meaning 'red'. Thor is indeed sometimes spelt TOR which is very much like TIR.

The rune has, like all runes, a negative side and this is found in the **Root *rot** and ***rat** which both have very negative meanings -

Rot - this, of course, refers to decay and disintegration; it refers to a state that leads to destruction and to death. It also refers to anything that is disintegrating, such as our rotten society and the people becoming rotten. There is also another important side to this which can be found in the old idea that a rotten apple will very soon cause more apples to become rotten when they are left together.

Indeed, this is a very important idea since it tells us that within our rotten society today, all will eventually become rotten and die if they do not isolate themselves from the 'rotten apples'. This was the profound wisdom put forth by Friedrich Nietzsche when he taught of the 'hermit' and how the aspiring 'Superman' must break free of the masses and become the 'Lone Wolf' (my phrase but it describes his ideas).

Rat - This is the parasitical animal that lives off human waste today and which lives around human beings as a parasite. It is also the animal that brings plague and disease through its living conditions in the sewers and waste outlets. But the true meaning of its name tells us more than this, far more in fact. The word 'rat' stems from a root meaning - *'to leave the falling house'*. Here we have the very essence of the 'beast' in that in our society it feeds off the healthy nation and causes it to 'rot' and to decay, eventually causing the total destruction of a nation. Once it has achieved this aim it them leaves its 'host' and moves on to another 'host' where the process starts all over again. The term 'rat' has been used to refer to secret mischief and to the working of secret destruction - it is an underground animal and thus works in the filth and darkness to achieve its aims. Some years ago I read a small children's book which put forth the idea that the 'rat' should not be treated as an 'outsider' but should be brought into the community and integrated - this is the blatant propaganda thrust upon our children, not unlike the mischief propagated by J.K Rowland in 'Harry Potter', and many other works of propaganda aimed at distorting the minds of our young.

In regard to the ideas I have just gone into we see clearly how works that are right and just, noble and uplifting, works like J.R.R. Tolkien's *Lord of the Rings* take off by themselves naturally without the need to force people into seeing them. J.K. Rowling's *Harry Potter* was given a helping hand through promoting the attacks upon it by the Christian Church. This is a very old trick used to promote films - you create a situation where the film is heavily criticised and the masses rush to look at it to see what all the fuss is about. This was done in the case of *Harry Potter* but *Lord of the Rings* took off due to its own appeal and also the appeal to the unconscious of our people. As with all things in life, what is right and natural does not need enforcing upon people; our 'multi-cultural society' has been forced upon us solely because it is unnatural! The likes of the work *Harry Potter* are just a part of the propaganda used for this purpose.

There is yet another meaning to this rune and this concerns the idea of *race* and *roots*. The OHG *reiza* means 'race' through its meanings of 'a line, stroke, mark' and 'lineage' (using the word 'line' here). We get the link to *roots* through the

Latin *radix* and, as Hamasson pointed out in one of his works, this leads to the term 'radical' used of so-called 'extremists'. Here we see a very clever trick used to make 'radicals' - people who stick to their 'roots' - into 'extremists' or in some cases 'terrorists' (which is their recent trick). This hides the real 'terrorists' who are those in control of our nations and who create terror, mayhem and wars continually in order to control the masses. These people are the 'extremists' since they use extreme measures in order to frighten and thus make people easily controllable. The Rad Rune is highly important here since it concerns our struggle for our own roots and race.

There is also a link to the squirrel ***Ratatosk*** which is, of course, a symbol of the animal the runs up and down the trunks of trees, in this particular case he runs up and down the World Tree Iggdrasil. This symbol is very clever since it shows an upwards and downwards movement of energy along the 'spine' of the tree, linked to the Kundalini-Energy along the spine of man. The word should be broken into **Rata-** and **-Tosk** the latter meaning 'tusk'. We must now look at the **Root *rata** which is also connected to the **Root *rati** which is the name of the auger used by Woden when he enters Knit Mountain -

Rati - 'the beginning of the *rasa',* 'divine intoxication'.

Rasa - 'rapture', 'intense emotions', 'intoxication', 'orgasm'.

Here we can see clearly the underlying meanings behind these words, for they refer to the 'intense emotions' caused by the movement of the *Fire-Serpent* which causes the spine to heat up through certain forms of meditation and spiritual exercise. The symbolism of Woden (The Serpent - Male) penetrating into a hole in the Mountain (Female) refers to a Tantric Sex-Rite used to (re-)gain the Mead of Inspiration. Obviously the symbolism includes the awakening of the Three Cauldrons (Energy Centres) placed alongside the human spinal column in a parallel form. Although the gods acquire the knowledge of these energy-forces, some of the Divine Mead falls to Earth for the use of Man. The process of the upward-downward movement shows in the figure of Rata-tosk and in the ALU-ULA Formula. We should consider here why this heat is generated, and what this heat really is. This is the ***Inner Fire*** or ***Inga-Fire*** produced by meditation or spiritual exercise - it is the ***Spiritual Fire***.

One further point here is the obvious use of the word 'tusk' for an animal that has no such thing. This hints at a hidden meaning for this term, and the animal associated with the 'tusk' in Northern Lore is the ***Boar***. This is a most ferocious

animal whose weapon is the 'tusk' which is another symbol of being able to 'break through' or 'to penetrate'. The **Golden Boar** is the symbol of both Ingwe and of Freya, and was a protective symbol used on the helmets of some Germanic Tribes, including the Saxons. Placed upon the head-gear, which obviously protected the head, but esoterically protected the soul, this must have been a deliberate use and one well known to the Germanic Folk. In a sense we find that the meaning of 'Ratatosk' has been altered deliberately since the squirrel is not a predator (hunter) but is the prey (hunted) of stronger animals. By using the term 'tusk' the symbolism has been made stronger and altered to suit another aim. The links to Ingwe and Freya cannot be a coincidence, since in the rising of the *Fire-Serpent* we see the image of the goddess-force (Freya) arising along the spinal column to reach the god-force (Ingwe) in the area of the crown-chakra. Thus, the boar-symbol can be seen at the base and also at the crown. (We need to recall here how the Sutton Hoo Mask uses the symbol of the Irminsul as the nose and eyebrows (ond-way) which is a dragon/swan/eagle, and the ends of the wings have the boar of Ingwe-Freya.)

The connection between this rune and with knowledge and wisdom (right counsel) is underlined by the English word 'riddle'. A 'riddle' is used to tease the mind and to make someone think about the meaning hidden within something that uses metaphor and symbolism - the 'riddle' thus works upon the right-brain rather than the left-brain. This is why riddles are not in widespread use today, because the powers-that-be do not wish that we use the right-brain thinking, rather we use the wholly logical left-brain.

One last point, and this concerns the link between this rune and the idea of ***waves*** or ***vibrations***. We have the words 'radiate', 'radiation', 'radio', all of which suggest the movement of energy measured through vibration or 'wavelength'. The sounding of this rune would need to be like the sounding of the 'r' in Old English and in other Germanic Tongues - a 'rolled' form of 'r'. In some cases this seems to be related to the way that words such as 'Hrothgar' or 'Hrolf' are sounded, the 'h' emphasising the real way to pronounce the words. This is a clue to the sound of the rune.

The movement of energy or 'vibration' through the Earth-Currents is thus a part of the meaning of the rune; these are the 'Straight Tracks' or 'Holy Lines' or 'Ley-Lines' which move in a straight line.

"The mysterious earth currents which thrill the clay of our bodies'.

Rudyard Kipling.

Despite the use of the biblical idea 'clay' Kipling knew well of the Earth Currents or Earth Energy which seems to have been related to the figure **Elan** (Helen) known in these islands in ancient times. According to certain dowsers the 'water-lines' and 'aquastats' are related to the Number 7 or a multiple of 7, whilst the 'track-lines' are related to the number 3 1/2 or a multiple of 3 1/2. The 'blind spring' is a centre on which primary lines meet, and from which the emerge. These lines appear to take the same form as shown upon the *White Stone of Ing* which suggest that they are connected to the 'Gift of Ing'. The 'X' thus marks the spot where the energies converge and meet, such as in the 'crossroads' which was always held as a sacred spot, usually dedicated to Woden. This criss-crossing of energy-lines can also be found in the usual form of the rising of Kundalini through the twin-channels around the column.

The difference between the flow of the 'track', the 'water-line' and the 'aquastat' seems to be in the length of the lines between each cross-over point but the image for each is just the same. The 'blind spring' appears to be like the 'energy-centres' of the body, but which are the 'energy-centres' of the Earth as a Living Being. Wells are usually sunk upon blind springs which suggests that these serve as sources of energy.

The Rad Rune represents the road of transformation, evolution, and the movement of energy that is needed to evolve. That energy must be used to move from the darkness into the light, to increase the vibrations from the dark centres upwards to the light centres - from the base upwards towards the crown - and beyond. The 'rod' is the 'Rod of Brahma' which is the spiritual counterpart to the human spinal column, the spiritual trunk of the tree along which moves the energy -currents (Ratatosk).

The link between this rune and the World Tree, Iggdrasil, is obvious from what has been said. Using our runic knowledge we find this in the symbolism of the World Tree found in the Hagal-Rune. Here we have the branches (Eolhs-Rune/Man-Rune) and the roots (Calc-Rune/Yr-Rune) which together form the whole/heil (Hagal-Rune). The symbolism of the Ash-Tree for man - the Noble Man - is very clever since we need to expand upwards (Life-Rune) whilst also looking towards our roots (Death-Rune) and our past in order to do so. This image cannot be found in a lump of clay which is entirely earthbound (no doubt an obvious image to use to hold mankind in thraldom to matter).

The straight road can be seen in the upright stave (Is), whilst the achievement gained from taking this road can be seen in the final victory (Sieg). It can be no coincidence that this image also contains the movement of the Serpent (Sieg-Rune) along the column which is the movement of the *Fire-Serpent* along Mount (Su-) Me-Ru. In this World Mountain we find the idea once more of measurement and of the 'Straight Track'. The Rad Rune is thus used as a means of taking this spiritual path, and of achieving the end-result of the 'quest'. It contains also the meaning of the forces that seek to halt this spiritual evolutionary drive. We have to understand both the drive towards higher evolution, and thus higher consciousness and that which seeks to halt this drive through locking mankind into the material world; the means to achieve this drive is to achieve a higher rate of vibration moving upwards to the Realms of Light.

The Ing-Rune

The Ing-Rune is usually said to mean 'a hero' or 'a god' and has an association with Ingwe-Frey. In one interpretation I came upon the meaning 'beacon' was also given to this rune, thus associating this with 'fire'. But the usual meaning given in Folkish circles is related to 'Blood', as the Edel-Rune is related to 'Blood & Soil'. Indeed, the Anglo-Saxon Ing-Rune can be seen as the Edel-Rune upright and reversed joined as one symbol.

It is the association with 'fire' that I am here going to look at since I believe that this is an important meaning often overlooked by rune-workers. There are two distinct meanings from our Indo-European Roots, the word 'fire' referring to the

physical form, and the ***IE Root *egni*** referring to the metaphysical form - a spiritual form. This root gives us the Hindu Fire-God, Agni, and also such words as 'ignite', 'ignition' etc. Hamasson pointed out that the reflection of AGNI is INGA which is a fascinating idea that we should not overlook.

There are two distinct versions of the Ing-Rune and these should be considered in respect to the hidden meanings within this stave -

- The above shows what could be termed the 'Ken-Fusion' of the rune, being two Ken-Runes joined together. This version, of course, underlines the link to 'fire' in a metaphysical sense. Since the Ken-Rune is associated with 'fire' but also with the 'Fire-Serpent' **(*)** there is a link to the concept of the Hindu *Kundalini.*
- One alternative version of this rune turns the above on its side, which seems to glyph the male-female in sexual union, thus symbolic of virility and fertility, and obviously linking this to Ingwe-Frey. In this version we have the 'Ur-Fusion' where the ur-glyphic Ur-Rune is upright and reversed in the same symbol.

Kundalini - Continuing the symbol as above by extending both ends, the 'Coiling Serpent' unfolds, as does the DNA Spiral, which this rune symbolises too. Ken is the *Rune of Fire* but it is also the *Rune of the Fire-Serpent.* The key to this can be seen in the rune-meanings themselves, being a rune of 'kin' and of 'ken' (knowledge), and being a rune of 'kingship'. The *Brosingamen Necklace* of Freya is linked to this rune - 'Feminine Fire'.

The 'Gift of Ing' is 'fire' which is inherent in the *White Stone of Ing* shown above. It is noticeable that the Ing-Rune is almost fixed to the alternative Ken-Rune,

whilst the Gyfu-Rune has a bigger gap, thus perhaps underlining the link to 'fire'. The alternative Ken-Rune is seen as the ur-glyphic Ur-Rune with a 'pillar of flame' or 'pillar of smoke' whichever way you see it. The Ur-Rune seen in this way always symbolises the 'heavens' as opposed to its upside-down version which is symbolic of the 'earth'. In a certain sense this is male and thus connected to spirit, thus hinting that this is indeed *Spiritual Fire.*

I have shown so many times how this Holy Stone came to light through a link to a New Testament text, so we need not go into that here. Suffice it to say that the gist of this is that ***Ing*** is the 'new name of God', i.e. that Ingwe is the new god-force of the New Age, the new *archetype* if you like; this is the *Age of the Son* (Ing means 'son of' or 'offspring of'). In view of this we need to recognise that this is an *Age of Fire* in the sense of a renewal of the *Spiritual Fire* that permeates the Cosmos and dwells within our Folk too. It is significant that the conception of the *Age of Ing* came on August 11th 1999 with a solar eclipse that created the ***Black Sun***. The significance of the solar eclipse cannot be overestimated since this phenomena brings with it a 'crown' which is symbolic of 'kingship'.

It was thus the Black Sun which gave 'birth' to the new god-force, or at this time 'conceived' the new archetype. Nine months later, May 2000, a significant planetary conjunction gave 'birth' to this new Aryan Force. May is the time of the 'White Sun' (until recently the term 'Whitsun' was still used) and thus the symbolism of the ***White Dragon*** clearly links to the birth of the new Aryan Archetype (or rather the ancient Aryan archetype, since the cyclic nature of forces means that this is resurrected in a new form for our times).

I have shown in previous posts how Ing is both associated with the planet Venus and with the Constellation of Bootes. The latter is important since it figures in the *Legend of Cuthman* found connected to Steyning ('Stone-Ing') in West Sussex. The legend mentions 'oxen' which connects to Bootes, but also to the Ur-Rune which form part of the Ur-Glyphic Ing-Rune. Bootes is the force that drives the Waen (Great Bear/Big Dipper), and its prime star, Arcturus, is the *Guardian of the Bear*, and is the name linked to 'King Arthur'. There is also another subtle link which I believe Hamasson once pointed out, for ***arthr*** is the Old Norse name for 'plough' and the Great Bear is often called 'The Plough'. There are certain people who say that Bootes represents *The Coming One* which to us can mean only *Wid-Ar the Avenger.* This god-form is a similar archetype to Ingwe-Scef and also to HelgiH or the *Spirit 88.*

'One Land - One Blood!' - The new motto used by WF, a motto strongly connected to the new god-force Ingwe. This is 'Ing-Land' and we are the 'Ing-Lish' - the 'Sons of Ing'. *Honour & Loyalty* is our motto too, and our loyalty is to our Sacred Land and our Folk. Guided by the *Spear of Woden* and the *Ravens of Woden* we lead a new English Resistance against the growing oppression of our Folk in this land, and aid our Germanic Kinfolk in the struggle for the New Europa.

If you look up the term 'Apkallu' online you will find the figure of a god named 'Oannes' or something similar to this figure in various cultures of the Middle-East. This figure is usually seen as bird-headed or fish-headed, and often associated with the 'Flood'. He and other figures are seen in the shape of the Ac-Rune, holding a 'bag' or 'bucket' in one hand, and sometimes a 'pine-cone' in the other. He appears to be associated with the 'Flood of Atlantis' and the loss of the 'Third Eye', which goes back to around 12,000 years ago, or half a cycle of 24,000 years (some say 26,000 years). The symbolism for the Age of Aquarius is a 'water-bearer' pouring the waters onto the Earth, most likely symbolic of the period of dissolution at the end of this cosmic cycle.

This is diverging slightly but seems to be of importance since the 'Apkallu' are the *Seven Sages* of various Aryan Myths connected to the Great Flood and the renewal of civilisation brought by these god-like figures after the flooding of the lands. I have featured the *Seven Sages* on the *Inglinga Blog* and they are linked to the *Seven Sons of Mimir.* They are, in some myths, linked to the Great Bear or Woden's Waen, which is why I see the significance of this in relation to Bootes, and thus the Ing-Rune.

The above is another version of the Ing-Rune and one that looks very much like Bootes at certain times of the year. The upright stave ends with Arcturus at the bottom. Woden's Waen is thus the *Chariot of Ing* which revolves around the Pole Star. Bootes is a hunter and is often shown with two hunting-dogs; his name is said to mean 'clamourer' which may suggest the idea of an 'awakener'.

Bootes is sometimes shown holding a scythe, a symbol which features in *Revelation* when describing the 'Son of Man'. Ing, of course, is the 'Son of Man(nus)'. Manu appears before the Great Flood in order to save the Ancient Wisdom and sow the seeds of a regeneration after the catastrophe. Like the Seven Sages he appears at this particular time of the Cosmic Cycle. We are witness today to the 'Great Flood' in the form of the great invasion of Europe by outlanders, wrongly termed 'migrants' or 'refugees'. According to the Eddas the 'Mighty One' appears before the flood.....

..... and an 'even Greater One' appears after the flood.....

The first we can equate with 'Manu' and the second with 'Ing' ('Son of Manu'); the sword passes from the 'Father' to the 'Son' - the *Sword of Hengest.* Hengest is the 'Ghost of Ing' or 'Spirit of Ing' and one of the Divine Horse Twins, Hengest and Horsa. As I stated before the above painting by Franz von Shuck was done in 1899, just 100 years before the 'awakening' of the 'Ghost of Ing' in 1999. This was also the first year of the *Lord of the Rings* trilogy which is a *synchronicity* not to be laughed at. It is thus perhaps significant to note that the above, like the

1889 painting, is that of the Wild Hunter and that Bootes is shown as a hunter. Perhaps it is significant to note that in the second painting (1899) he appears to be riding a white horse.

We are living through the great period of dissolution, and the 'dissolution of the races' in which everything returns to the 'Waters of Chaos'. So we have to expect things to be a bit 'rough' and we should also recognise that these things were bound to come about, and in recognising the events of today, and linking them to the myths concerning the end of a cycle - beginning of a new cycle - we can perhaps learn some lessons from our ancient past.

The key to understanding the Ing-Rune is that of a *Rune of Fire*, fire in a metaphysical sense, fire linked to the *Fire-Serpent* or *Kundalini*, of which the rune is a glyph. The ***IE Root *ingwe*** means 'groin', the area where the *Sleeping Goddess* lies, ready to be awoken by the Woden Initiate. When we fit the 33 runes of the Ar-Kan Rune-row onto the human spinal column, starting at the top with Feoh we end with the Gar-Rune at the very base of the coccyx, the Gar-Rune being the 'Gift of Ing', a glyph of Gyfu and Ing.

Nostradamus prophesied that the 'King of the Angles' would be 'resurrected' with the Black Sun of August 11th 1999; the 'King of the Angles' is Ingwe/Ing and his archetype represents, as stated before, the new archetype or god-force for the Age of Ing which we are entering now. Yes, this is a time of great transition, a time of dissolution, a time of disorder and chaos, but out of this chaos a New Order will arise. These times herald great changes, catastrophic changes, indeed the survival of our Folk is threatened, but only when the Folk-Soul of our people cries out will the Gods send one of their own, only when the times are so bad, so chaotic, so destructive, will the Gods send one of their own. The Ing-Rune represents the *Aryan Hero* who will be the *Divine Child of the Gods*, born of an earthly mother but with the Spark of the Gods. Only when the new archetype of the new Warrior-God replaces that of the 'Hanged God' will these things come about.

The Ar-Kan Runes and the Tree of Life

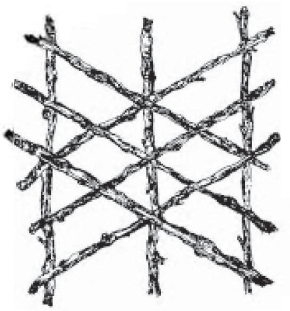


Figure 1.

The above shows what we usually call the *Nine Glory-Twigs of Woden*; Hamasson drew a variant of this which has the upright staves the same width apart as the cross-staves. I have now developed this even further and produced a design that should fit our needs.

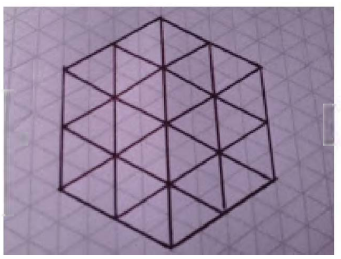


Figure 2.

This retains the *Nine Glory-Twigs* design but puts the whole thing into a hexagon. All of the 33 runes can still be taken from this design, but it now further continues the development of the Ar-Kan Runes from the Armanen Runes of Guido von List. If you look carefully at the pattern seven hexagrams emerge from the whole; this represents the Seven Worlds of the Saxons (the Norse had Nine Worlds). The whole design can be fitted into a circle. This is the *Wheel of Wr.Alda* - the *Yule-Wheel.*

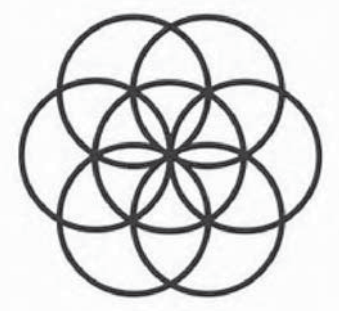


Figure 3.

This is called the 'Seed of Life', this and the 'Flower of Life' being names used in the 'New Age Movement'. Note here that the circles are seven in number, with the Hagal-Rune in the centre. This is the same as the seven hexagons in Figure 2. What I have done is to substitute the name 'Tree of Life' which seems less 'New-Agey' and more akin to our own Northern Tradition. Like the Armanen Runes, the Ar-Kan Runes all stem from the hexagon-shaped form, but here the *Nine Glory-Twigs* are used within the Ur-Hexagon.

It is interesting to note here what Edred Thorsson has to say about the Hagal-Rune -

"...involves the projection from above or beyond of a hard and dangerous substance which is also the 'Seed of Becoming', new creation and transformation - sometimes through crisis. This is a transformation within the framework of cosmos, and the re-unification of opposites in a productive way.'

The Hagal-Rune/Haegl-Rune is a rune of transformation, being the snowflake (ice) that turns into water. As 'hail' it is destructive; as 'heil' it represents wholeness and health. Here Thorsson tells us that this is 'a projection from above or beyond', i.e. it is from another world/dimension; it is a 'new creation and transformation' as the 'Seed of Becoming' (the rune has the meaning of a 'cold grain', i.e. a 'seed'). Today we live through a massive crisis, and this is perhaps needed in order for this change to take place - this is the meaning of the Hagal-Rune. The rune also shows the 'Union of Opposites' within the whole/heil in either the Hagal (snowflake) or Haegl-Rune.

The Haegl-Rune is the rune of opposites, with its 'snowflake' form being the most obvious: this has the 'Life-Rune' and 'Death-Rune' in balance in the same glyph.

The Elder Futhark Hagal and Anglo-Saxon Haegl-Rune also have this same balance but using the Ur-Rune. This is where the difference of rune-sound comes into play -

Heil - wholeness, health, heal, holy etc.

Hail - disruption, change, destruction (to recreation).

I am now reminded of the strange circumstances around a set of runes that I was asked to interpret at the Wayland's Smithy some years ago. Two different peoples, wives of both Hamasson and myself, had dreams of a youth with long black hair, accompanied by a black dog, coming to the Smithy when we were there. A young chap with a black dog did turn up and he asked me to interpret a set of runes, those shown on the stave above. At the time such a request is difficult in view of the varied meanings of the runes, and invariably the answers come much later, and here seemed meant for WF due to the circumstances.

I did give him a rough idea, relating to change through destruction, and a rebirth into a New Dawn. The central rune relating to Ingwe, the English and to England. I am going to develop this in light of new revelations -

Haegl (reversed) - This is obviously a negative rune because it is reversed; it means change through disaster or catastrophe in any case ('Hail'). Here the

catastrophic change is even more negative due to the rune being reversed. In view of the meaning given to this rune by Edred Thorsson this change is even more important today than it was then. It is interesting to note that the Haegl-Rune is used here rather than Hagal (the runes are Saxon). The Hagal-Rune does feature in the bind-rune below this.

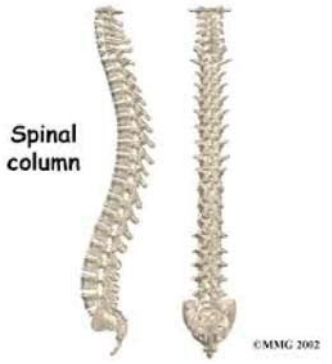
The central rune is a bind-rune of Isa and Ing; it also contains the Germanic Ing-Rune between the Eolhls-Rune and Calc-Rune, Ingwe between life and death! This is Ingwe 'sacrificed' upon the World Pillar, sacrificed 'himself to himself' on the Tree of Life & Death. That the bind-rune can also be seen as two Edel-Runes upright and reversed is interesting since this relates to the 'homeland' - England. This rune also featured on a staff I made at the time of the Hale-Bopp Comet; unconsciously I used this rune on the staff. The Ing-Rune here is of the Ken-Fusion type, thus representing *Fire.* In the one bind-rune we have the fusion of opposites - Ice and Fire.

This is further underlined by the next rune, Daeg, which has the meaning of 'Light and Darkness' within the same stave. It can also refer to the time of this balance - dawn - and thus the New Dawn. This version is made up of a Thorn-Rune and its reflection, so once again it relates to destruction, and as 'Thor's Hammer' as the destruction of our enemies. It relates to the destruction of the Old Order since we are ruled by the enemies of Gods and Folk.

The two other runes that this young chap saw, and which he stated were not part of this formula, were Eolhs and Beorc. These two take the formula a step further since they hint at a complete rebirth (Beorc) and new life (Eolhs). The totally destructive nature of this is necessary in order that new life can emerge out of the destruction of the old.

The *Tree of Life* is made up of cubes, the 'building-blocks' of life itself; the figure is a *mandala* which, when concentrated on, shows us differing patterns as the eyes focus differently. The runes can be found within the Tree of Life, which is where Woden discovered them (since they were already there, already existing). They are thus facets of the whole, parts of the one-ness that we call the *Wyrd*, that which is *Becoming.*

Runes & the Fire-Serpent



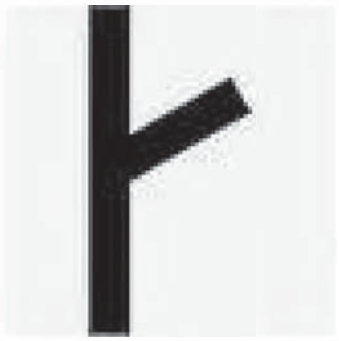
The human spinal column is *Mount Me-Ru* or *Mount Su-Me-Ru* in our own Wodenic Lore, and this is the *Mount of Measurement of the Runes*, there being 33 runes which fit onto the whole of the spinal column, starting at the top and working to the bottom. This is the case, since the *World Tree* or *Cosmic Tree* is seen to be upside-down in the most ancient lore, and the 'Hanged Man' (Woden) hangs upside down on Yggdrasil. The right-hand image here is that of the *Spear of Woden* which is also pointing downwards.

The left-hand image is that of the *Serpent* which, of course, is the *Fire-Serpent* or *Kundalini.* In some sense the 33-runes are the *Fire-Serpent* and its ascent-descent along the spinal column, which links to the ALU-ULA Formula of the *Three Cauldrons.* Rata-tosk runs upwards and downwards along the spinal column, linking the top to the bottom, and bottom to the top.

I have mentioned before how the Sutton Hoo Helmet has a *Serpent* running from the back of the skull, over the crown and ends at the *Mind's Eye*, connecting here to the 'beak' of a bird - Eagle, Swan or Dragon. The *Serpent* here is the Ur-Rune which follows the shape of the head from the back of the neck over to the *Third Eye.* This is the *Path of the Fire-Serpent* and the means to awakening the power of the *Third Eye* is through the 'Vital Breath', through the *Ond-Weg* which is here the 'Irminsul' nose-piece, this column being called the *Ond-Weg* in the North.

The 'Dancing Warriors' to either side show that this is not a 'war-helmet' but a 'Ritual Mask', indeed, it would seem to be a Ritual Mask dedicated to Woden as the God of the Germanic Mannerbunde. This is a *Cultic Warrior-Mask* used in cultic rituals of the young cultic-warriors - *Warriors of Woden.* The twin 'beaks' meeting at the *Third Eye* suggest the beaks of the *White Swan,* symbolic of the Highest Initiation, and also of the Vedic 'Hamsa' which is used for the crown-chakra ('hamsa' means 'swan').

This has been said before but is so importance as needing to be repeated at times in order that we can understand more about the *Fire-Serpent* and the links to the 33 Ar-Kan Runes. The 'sinking' of the *Mind's Eye* seemed to have happened with the sinking of At-al-land, a physical catastrophe that synchronised with a psychic catastrophe. The *Mind's Eye* is associated with the Pineal Gland which atrophied after this catastrophe. The Pineal Gland is named after the 'Pine Cone' since it seems to open like a Pine Cone; it is thus linked to the *Ken-Rune* which is a glyph of the 'Pine Torch'.



The above symbol, the Ken-Rune or Kan-Rune, is found in the 'Heil Salute' which invokes 'Cosmic Fire' as well as the 'Heildom'. The rune-shape shows that this stance throws out this force through the upward-pointing arm and then the hand. The forces is taken up from the *Hara-Centre* which is two fingers below the navel, below the belt-buckle (which itself is a symbol of this Power-Centre, hence why belts are shown on certain naked figures of Germanic Warriors).

The Ken-Rune is the Rune of Knowledge, but in the sense of 'enlightenment' or 'illumination'; hence the use of the term 'ken' (Scottish from Old English) for 'to know'. Enlightenment or Illumination comes from the opening of the *Mind's Eye* through the awakening and the ascent of the *Fire-Serpent*.

This version from the Elder Futhark can be seen as an 'eye' or more precisely the 'Third Eye'. The ascent of the *Fire-Serpent* is the usual way to see this form of spiritual awakening; the *Left-Hand Path* reverses this to the downward descent, following the downward pointing *Spear of Woden*, thus reaching the lowest point

which is where the *Gar-Rune* is positioned. 'In order to reach heaven it is necessary to go down to hell' in the words of Friedrich Nietzsche (or similar words). This is through the ALU Formula; the ascent follows using the ULA Formula. Using the Elder Futhark and its numerical equivalents we get

Ansuz - 4

Laguz - 21

Uruz - 2

These add to 27 which is the number associated with 'kingship' and with 'fire', both also linked to the Kenaz-Rune. This forms part of a sacred number system - 27, 54, 108, 216, 432 which ends with the number of years in the Kali Yuga 432,000. ALU-ULA, of course, would add to 54.

One version of this rune is named *Kaun* which means 'ulcer' or 'boil'; this too is associated with 'fire' and 'heat', but also with a 'mound', since it is a 'lump' on the body. This is an 'inflammation', a 'flame', which shows its obvious associations with 'fire'. *Kan* is a 'serpent' or a 'dragon'; a *Fiery Serpent* or a *Fiery Dragon*. Dragons are 'winged serpents' and they are associated with 'fire' and the 'breath of fire'.

The most famous dragon-slayer is Sigurd, son of Sigmund; his name means 'Victory-Guardian' or 'Victory-Warder'. But Sigurd does not just slay a dragon which guards a gold-hoard; when he has slain the dragon, Fafnir, he cooks the heart to give to his mentor, Regin, and in doing so burns his hand. Putting his hand to his mouth he tastes the Blood of the Dragon and thus becomes 'enlightened'. Thus realising the treachery of his mentor, he slays Regin and eats the Heart of the Dragon himself. In doing these two things he -

- Tastes the 'Blood of the Dragon', which is the 'Blood-Memory of the Dragon', thus becoming a 'Dragon-Lord'. Doing this allowed him to understand the 'Language of the Birds' which means he became 'aware' and regained a higher state of consciousness, a state lost after the sinking of At-al-land.
- Eats the 'Heart of the Dragon'; we say 'heart and soul', thus linking these two, the heart and the soul. He takes into himself the essence of the dragon, which is the Keeper of the Ancient Wisdom.

At this point Sigurd merely 'sees', he becomes 'enlightened'; but when he takes the gold-hoard he takes upon himself the Curse of the Nibelungs, and this seems to prove to be his downfall. With the help of Woden, who guides him to a horse named *Grani*, offspring of Woden's Steed, Sleipnir, he jumps through the *Vafir-Flames* that guard Sigdrifa-Brunhilde and awakens the 'Valkyrie' (his SHE in terms of Miguel Serrano). But his later rejection of Sigdrifa-Brunhilde causes his ultimate downfall and death, since he weds an 'earthly' woman of the 'flesh', indeed a woman who tricked him for the greed of the gold-hoard.

We can see Sigdrifa within the *Fiery Circle* as the 'Sleeping-Goddess', Kundalini, which is awakened by the Folk-Hero. Rising upwards the force would get as far as the stage for the 'Sacred Marriage' (HE-SHE) but this does not happen due to the rejection of his 'Valkyrie' for an 'earthly' maiden. This is obviously an *Archetypal Myth* where the Folk-Hero is doomed to failure, destined to fail in his work at this stage.

It has been said that there were three stages involved in the history of the last 100 years or so -

Sigmund - Sigmund is slain by the *Spear of Woden* when Woden breaks his sword. The first defeat, and the *First Wave.*

Sigurd - Sigurd has the sword re-forged by the smith Regin, with which he slays the dragon Fanfnir. Sigurd is slain by Hagen with a spear plunged into his back. This is the second defeat, and the *Second Wave.*

Parsifal - The 'Divine Fool' or 'Pure Fool' is the Folk-Hero who finally appears to fulfil the Divine Destiny; he does this through the *Path of the Graal*, whence the 'Wounded King' is healed and Parsifal become the new *King of the Graal.* This is the Final Victory, and the *Third Wave.*

The secret of this is that these three Folk-Heroes are all born of the Wolsunga Tribe, the tribe spawned by Woden in the great forests of Germania. Woden here is the 'Wolf-God' and these are the 'Wolfings' or 'Wolsungas'. (This can be found in the works of Richard Wagner.) The *Four Hallows* (Cweorth-Calc-Stan-Gar) or the *Graal-Runes* (Calc-Stan-Gar) are found within the 33-Runes, passed down from the time of the sinking of At-al-land. This is why these appear in this English Rune-Row because the 'Resurrection of The Fool' happens here in England, the 'Land of the Son' (of the Widow.) The Graal Runes occur in no other rune-row, Nordic or Germanic. We know that the Wolsungas were here in England by the

name 'Walsingham' which can be found in Norfolk (and other names too). We also find the continuation of this famous line in the sons of Ragnar Lodbrok, born of his wife, Aslaug, the daughter of Sigurd the Dragon-Slayer. There is Wolsunga Blood here in England, and this is the key to the 'English Awakening' and the 'Last Avatar'.

HelgiH, of course, is a son of Sigmund, and is the same *archetype* with a similar *archetypal myth.* To Folkish Wodenists he is the *Spirit 88* who is the Last Avatar and Incarnation of Woden, as Wid-Ar the Avenger. This is also *Widukind*, the famous Saxon Hero who fought against the Roman tyranny to free the land of the Saxons. He too rode a *White Horse* (originally, according to Hamasson). HelgiH, of course, is the *Thrice-Born* for he is born as Helgi Hjorvarthson, reborn as Helgi Hundingsbane, and finally reborn again as Helgi Haddinga.

The *Spear of Woden* points downwards to the Graal-Runes, the spear-head being the *os sacrum* - the 'sacred bone'. This is also a 'spade', obvious by its shape; the spade is used for 'digging' and it is here that we 'dig' to find the 'treasure' hidden within the 'tailbone' or coccyx - the *Four Hallows* or *Graal Runes.*

The colour of the lowest area is black; it is symbolised by a Black Aurochs (Primal Ox). It is here, in the darkness, that the 'treasure' is hidden; it is here that we 'dig' to find that treasure. This area represents the 'Darkest of Night' the era through which we live today, but through this dark era we find our way by following the *Light of the Black Sun*, the *Uncreated Light* that guides us through the Dark Age.

Cweorth - This is the Sword (Sweorth) wielded by Sigmund, re-forged for Sigurd; it is the *Sword of Light* that shines through the Darkest of Days. This is also the 'quern', the World-Mill, and its turner, Waendal or Mundilfore. This rune is the *Fire-Whisk,* this fire being the *Fire-Serpent* which is awakened by the Folk-Hero. This also represents the 'Dance of Shiva' who is Woden as the Wild Hunter-God. This is the *Fire-Dance* and the 'Dance of Destruction' (to re-creation).

Calc - This is the 'whiteness' after the 'Purification by Fire' of the Cweorth-Rune; it is the 'White Stone' (Calc-Stan) which has become white through this 'Purification by Fire', as opposed to the Black Stone of the counter-initiation. This is the Graal-Cup, the 'Horn of Plenty', the means of regeneration and resurrection, the 'Cauldron of Rebirth'. It is also the Rune of Kalki-Avatar or Rudra-Kalkin.

Stan - Again, this is the 'White Stone' (see above); it is the Stone of the Graal, the Philosopher's Stone. It is also the 'Holy White Stone of Ing', the 'Gift of Ing' which is the *Fire of Ing* or *Inga-Fire* associated with the Ken-Rune and Ing-Rune. It is the White Horse Stone, the stone that is symbolic of the Saxon Nation - heirs of the *Solar Race.* This stone can be seen as the mould into which the molten iron is poured to make the *Flaming Sword* (Sweorth). It is the Ur-Pattern from which the Sword of the Last Avatar is formed. It is also the 'un-hewn stone' which is the means by which the ancients built their stone-circles as 'needle-points' and entrances to the Other-World. The ***Aryan Root *(s)tan*** means 'thunder' and thus related to sound, which is the secret of the un-hewn stone - sound.

Gar - This is the 'Spear of Woden' which is the 'Gift of Ing'; this rune represents the G-Ar or 'Gift of Ar', Ar being the 'Hidden God' as opposed to the Sun-God known as 'Ra'. This is Amun, Amen or Ar-man/Ar-men/Ar-min/Ar-mun. This is the god of the 'Race of the Black Sun'. In Egyptian Lore the god Amun ('The Hidden God') is said to appear at the end of the cycle in the form of a *Serpent*, the *Fire-Serpent.*

The 'Hooded Cobra' has always been sacred to Shiva; here we see the strange markings on the back of the head, two 'eyes' staring from the back of the head, being able to 'see' with 'other' eyes. Indeed, being able to see backwards, maybe backwards in time. Woden too has associations with the 'Hooded Cobra'; we find that as Votan of Central America (one of the 'White Gods') he is of the *Race of Chan* - the 'Race of the Serpent'. We should recall here the white race whose islands sank in a massive flood in ancient times, a white race of 'Nagas' whose god was Naryana - a name which has the 'Serpent N' and 'Aryana' - 'Aryan'. (The 'Serpent N' was made to lie upon its 'belly' becoming the 'Serpent Z' - a reference perhaps to the usurpation by Z-ion.) (*)

(*) The letter 'N' was an ancient symbol for a serpent; this seems to be borne out by the term 'naedre' which is the Old English for 'adder', the letter 'n' being dropped for some reason. In the *Nine Herbs Charm* the serpent comes 'crawling', thus meaning the 'Z-Serpent' (upon its belly). This is the Serpent of Evil which Woden slays with the use of the Holy Runes (Nine Glory-Twigs or Tree of Life).

These islands, the *Isles of the West* or *Islands of the Mighty*, are rife with Serpent Lore. As part of Germania this comes under the guise of the *White Dragon* or *White Wyrm*; this not only symbolises the English Folk and Land of England, but also the Serpent-Force that pulses through the landscape of these islands.

The 'Necklace of Fire' known as the *Brosingamen Necklace*, worn by the Goddess Freya - the Goddess of Light - is symbolic of the Inverted Triangle or 'Trikona' ('Tri-Kona'), i.e. symbolic of the female genital area and thus of the *Feminine Fire of the Ur-Kona/Ar-Kona.* This is the area where the *Fire-Serpent* dwells, the 'Sleeping-Goddess' (Freya-Idunn). She hides under the 'White Wolf-Skin' which could not only suggest the snows of the Northlands, but also the fair-hair of this area of the Sleeping Goddess. It is the *Feminine Fire/Fire-Serpent* which dwells 'beneath the White Wolf-Skin'. In the male this area is associated with Ingwe, since the Aryan Root ***ingwe** means 'groin'.

The Secret of The Graal, as portrayed by Richard Wagner, is the plunging of the Spear into the Graal-Cup; this contains a clear sexual symbolism, the Spear being male and the Graal-Cup being female. This is symbolic of a 'new creation', a 'new birthing' and a regeneration of Man and Nature - Kin and Kind. It is also a symbol of the renewal of Nature. But there is far more to this than just a physical renewal; this refers to the spiritualisation of Nature, as much as to the spiritualisation of Man.

The Calc-Rune is seen as a 'cup' which is upside-down; this does not negate what I have said since this is the 'Waters of Aquarius' which is really an air-sign and thus represents the pouring of Spiritual Forces down upon the Earth. These are the 'Waters of Life' (Lagu) poured upon the dying world and upon the dying race of Man (Aryan Man).

The Gar-Rune has the Ing-Rune overlaid by an X-Cross, making the 'Gift of Ing' when the runes are used. It is also England, glyphed by the Ing-Rune, overlaid by an 'X', which marks the 'spot', the place where the Last Avatar will appear, as prophesied in *Wulf's Prophecy.* He will appear in the *Angel Isle* (Isle of the

Angles) when *The Prophecy 88* is fulfilled. England here is symbolised by the Germanic Ing-Rune, and this is associated with the planet Venus - the Morning Star. The 'X' symbolism is thus related to the 'Gift-Goddess' - Gefion - who is Venus-Freya-Idunn. She it is that 'gives' to us the 'Gift of Ing' - the Inga-Fire.

Rata-tosk represents not only the communication between the base (earth) and the crown (heaven); this also represents the 'ecstacy', the 'divine madness' (**) which is produced by the 'heat' that moves up the spinal column - the Woda-Force of which Woden is the master. (***) The root ***rata-** means 'intoxication', 'madness' or 'orgasm'.

(**) The Woda-Force, the ***Aryan Root *wod-*** meaning 'divine intoxication', 'divine madness', 'fury', 'ecstacy' etc.

(***) ***Wod*** - as above; **-an** - 'Master of....'

There is another secret held in the name 'Rata-tosk'; the prefix 'rata' links to the Rad/Rat-Rune which thus tells us that this is a journey, a path, a quest (the "Knight Errant'). This is the *Graal-Quest*. It is the journey, wanderings, of the Grail Knights, in particular that of Gawain and Parsifal. It is these two knights that are the most important of the 'Grail Knights'.

Parsifal, guided by the 'Star-Woman' (Wyrd) has to 'defeat' the Guardian of the Gateway in order to fulfil the Grail Quest. The guide is she who controls the 'chessboard'; she is Morgana, the Goddess of Fate and Death. Death cannot be 'defeated' but the Goddess of Fate is able to take the Folk-Hero to Avallon, to

Valhalla, to feast with the Gods, to become like the Immortals. In the *Long Man of Wilmington* we see the figure of Waendal - the World-Turner. This is the Cweorth-Rune, Rune of the Fire-Twirl, Rune of the Fire of Surt (Tris). The *Fire of Destruction to re-Creation*.

In the Vedas we find a serpent used for the 'Churning of the Milky Way'; this represents the 'Fire-Borer', the turning backwards and forwards of the cosmos. This is the role of Waendal/Mundilfore who is the 'Turner of the Wheel', the *chakravartin*, the Turner of the World Mill. The 'World Mill' is the *Ior-Rune* which is also the Rune of the Serpent. This is the *Serpent-Force* which is the power that turns the World-Mill, the power that turns the cosmos; it is also the power that turns the Earth upon its axis. The Cweorth-Rune is the *Rune of the Fire-Serpent.*

According to the Hindus we are in the Kali-Yuga, the 'Age of Kali'; Kali is a Dark Goddess, her name being linked to our 'coal' which is black. The Fire-Giant, Surt, has a name which means 'black' or 'dark', linked to our word 'soot'. Both the names 'Kali' and 'Surt' are thus connected to 'fuel' (coal) and to 'burnt fuel' (soot). Strangely enough the name 'Kali' also means 'time'; the Valkyrie-wife of Helgi Haddinga is named 'Kara', a name which is the same as 'Kari', which itself means 'time'. All of these are linked to the 'God of Time' or 'Old Father Time'. It has been said that Kronos (God of Time) lies sleeping (or chained) on an island in the West, awaiting his time to awaken.

On the evening of August 10th 1999, the evening before the solar eclipse of August 11th 1999, which happened at 11.00 on the next morning, I buried 8 bottles in the shape of a Fylfot-Swastika (Symbol of Waendal-Mundilfore). These bottles had on them 'Millennium Ale' and a picture of 'Old Father Time' holding a blond-haired, blue-eyed baby. The solar eclipse was symbolic of the bringing to life of the 'King of the Angles' (Ingwe) through the appearance of the 'King of Terror' (solar eclipse); this happened with the solar eclipse, and the planet Venus, in the House of the White Dragon or Leo the Lion (****).

(****) Leo the Lion is 'Lleu' or 'Lugh' (Lughnasad is August 1st); the names mean 'Light' and refer to the 'Light of the Sun' in its fullness of the summer. The symbol of the Sun at this time is the *White Dragon.*

It would seem that the god known as Kronos/Chronos was originally a 'God of Grain' very much like Osiris of Egyptian Myth. We see this in the 'Grim Reaper' aspect, reaper of the harvest, and also in the figure of Sataera known to the

Saxons, a figure associates with Saturn as the name suggests. We have various Norse Myths that feature the death of the 'God of Grain'.

Kundalini is not something that is restricted to man; there are three different levels of the Serpent-Force -

- Cosmic Kundalini,
- Earth Kundalini,
- Man Kundalini

As the Cosmic and Earthly Kundalini begins to enfold this is followed (or synchronised with rather) the enfolding in Man. These are linked together, so the destiny and evolution of Man is linked to that of the Earth and the Cosmos. Cosmic Kundalini seems to be linked to the 'wormholes', which seems feasible since 'worm' means 'serpent'. These must be like coils or spirals, or 'screws' which act as a link between worlds.

The 'spinal column' of the cosmos is the Milky Way which is shaped like the Saxon Irminsul or 'World Tree' (Yggdrasil is said to be 'white'). This has a 'trunk' (WEOH) and two 'branches' (WAN & WIL). The 'spinal column' of the Earth can be seen in various areas of the world where the pattern of the sky is found imprinted on the landscape. A good example of this is the pattern of the Milky Way ('Iring's Way') on the 'Royal Roads' of Britain - the A1 (Ermine Street), and the A5 ('Watling Street'). This pattern links England, Wales and Scotland together and predates the 'Roman Roads', itself suggesting that the names could also predate the Roman era. Ermine Street would be WAN, Watling Street would be WIL, and WEOH would be the 'trunk' which we can assume would have been below London and thus join to the 'branches' in London.

The earliest version of the Irmunsul has the Swan's Wings at the top, as does the Greco-Roman Caduceus. The latter has Twin-Serpents entwined around the column.

In the above the Caduceus has the Pine-Cone (Third Eye) at the top; the image suggests not only that the Pine-Cone represents the 'Third Eye' but also the 'Flame of Enlightenment', since the cone also symbolises a 'flame', whilst the column is the 'torch'. The meaning of the Ken-Rune is the 'Torch' or more precise the *Kienspan* or 'Pine Torch'. Here, again, we have proof of the meaning of the Ken-Rune. This, it is said, lights the place where the 'AEthlinga' dwells, i.e. the barrow or burial mound. The Ken-Rune is linked to kingship and to the princes or AEthlingas.

The Serpent-Force is also linked to the Ing-Rune; this shows again in the above where the spiralling Twin-Serpents can be seen as the Ing-Rune. In this we have the Ken-Fusion version rather than the Ur-Fusion (the latter being a sexual symbolism). It is noticeable that there are three points where the Twin-Serpents cross, these being the *Three Cauldrons*, the top one being the 'Third Eye' (Odroerir).

If the bottom cauldron (Bodn) is upturned then this is represented by the Calc-Rune; the top cauldron (Odroerir) is then represented by the Eohls-Rune; the

centre one is said to face sideways but I cannot think of a rune to fit this pattern. With the Life-Rune (top) and Death-Rune (bottom) the centre would be the Is-Rune as the column, thus making the *Wendhorn* ('Turning-Horn'). Miguel Serrano equates the 'Third Eye' with the Odal-Rune (Edel-Rune) which is Od-roerir. We find that the Irminsul in its ur-glyphic form should have the Life-Rune at the top, Death-Rune at the base, the Is-Rune as the column, but with the Rad/Rat-Rune on the column, symbolic of Rata-tosk. Rata-tosk (R-Rune) thus represents the movement along the central column.

Of course, the Rad-Rune is also made up of the Column (I) and the Zig-zag, the latter representing the blood flowing down the column, the reversed Sig-Rune. (The term 'zig-zag' can be seen to be rooted in the Sig-Rune or 'Zieg-Rune'.) In this case the rune is reversed, which is how it is on the symbol known as the *Black Sun.* In which case we are here seeing the Rad-Rune as being linked to the *Black Sun* rather than the Golden Sun. This reversal is once again linked to the 'widdershins' movement of the Fylfot-Swastika - the Swastika of the Return (Serrano).

In the chakra system from Hinduism each chakra has a colour; the 'Third Eye' chakra is indigo, and this is sometimes equated with the Amethyst Crystal, which has a similar colour. In a *Vril Society* quote (which may, or may not, be authentic) the Amethyst Crystal is associated with the letter 'K', and thus we find yet another link to the Ken-Rune, in sound this time.

The Third Eye is the Pineal Gland which is symbolised by the Pine Cone; the Pineal Gland is made up of calcite micro-crystals, which is an interesting fact. These are cubic, hexagonal or cylindrical, and made of calcium, carbon and oxygen. It is possible that there is something in the ideas of Guido von List in that the 18 Armanen Runes are taken from the *Krist-All*, i.e. from a 'crystal', and that this is hexagonal. The Pineal Gland excretes *melatonin* and light inhibits the excretion whereas dark produces more. This is why meditation is done with the eyes closed and in the darkness.

It would seem that the Pineal Gland has the function of being a receiver and transmitter, which means that this is the means of communication with the Gods, Elves etc. The sound vibration for the Ajna Chakra (Third Eye Chakra) is 'OM', which is the equivalent to our Yr-Rune which is the Rune of Ymir ('Y' is pronounced as French *lune* and thus *lunar* so this is really 'oom' or 'oor' (for the rune-sound). The sound 'Y' is also the same as the Old English 'y' in *cyning* which

is pronounced 'cooning'. It is also interesting to note that the Pineal Gland is made up of calcite micro-crystals, since we may have a link to the *Calc-Rune* here. It should be noted that the Anglo-Frisian Runes use this name, whereas the Younger Futharks use the name 'Yr' and equate this with an 'error' or 'to err'. This could equate with man's 'fall' which is connected to the loss of the 'Third Eye' and the atrophying of the Pineal Gland.

In Hindu Lore there are three types of humankind - the Divya, the Vira and the Pashu. The Divya is a Divine Being, the Vira is a Heroic Being and the Pashu is the 'animal-man' or more precisely the 'material man'. The term 'Pashu' means 'to bind' and this is the mass of people 'bound' to the material world, bound to matter, and bound to his animal instincts. This level of humanity can never to the *whole*, but see themselves as separate beings, separated from Nature and the Cosmos, indeed, today separated from their kith and kin - their race.

The Vira or Wera must face his limitations, and must then overcome them; this is the essence of Nietzsche's *Ubermensch.* Ignorance, laziness, complacency, and giving way in order to have a quiet life, these are the enemies of the Vira, the Divine Hero. Fear, shame and disgust are Pasha traits, but for the Vira these need not be bonds; they are emotions that the Vira can use because they are uncomfortable, and they spur us on to fight, so long as we fight the right things.

Kundalini is linked to Tantra, and this word has often been misunderstood; in fact it can mean *Tan* ('to spread') and *tra* ('to save'). Because the Vedas were Aryan Sacred Texts time began to make things very difficult for the Aryans due to intermixing with the darker peoples of this area. Alien cultures began to take hold and alien ideas spread into the old Vedic Civilisation; the Brahmans began to lose their authority, and as always began to decline. The old tradition of the High Rishis of the Vedas survived simply because a line of masters retired into the great forests, and there in isolation practiced their religion separated from society. They spread ('Tan-) the knowledge in order to save ('tra') it; like today, when we too face an overwhelming catastrophe, the Ancient Knowledge has to be spread amongst the people. At certain times this was dangerous so the knowledge was passed through secret orders, but today the mass of people will not understand what is being said, so the knowledge can be passed around and only the few (initiates) will be able to understand and work upon it.

In regard to the *Three Cauldrons* system that we have adopted (thanks to Steve McNallen for his work that sparked this off) there are three *power centres* of the body, each of which corresponds to the T hird Eye (Odroerir), the Heart Centre

(Son) and the Root Centre (Bodn). It is thus important to note that in Kundalini Yoga these exact same chakras (Ajna, Anahata, and Muladhara) contain the *Trikona* inside which is the *Lingham of Shiva.* (*****). These are often called the *Linga Chakras. Kundalini* thus resides within these three power-centres, equivalent to superconsciousness, consciousness and subconsciousness. These three power-centres are the most potent.

(*****) The *lingham* is the 'Phallus of Shiva', around which is coiled the 3 1/2 coiled Fire-Serpent.

'The awakening of the kundalini power is felt as a descending and ascending current. There are two main nerve channels for the currents, one on each side of the central channel in the spine. The descending current is the energy from above coming down to touch the sleeping power in the lowest nerve centre at the bottom of the spine; the ascending energy is the release of the energy going up from the awakened kundalini.'

Sri Aurobindo

'In our yoga there is no willed opening of the chakras; they open up themselves by the descent of the force. In the tantric discipline they open from down upwards, the muladhara first; in our yoga they open from up downwards. But the ascent of the force from the muladhara does take place.'

Sri Aurobindo

There are so many books and videos dealing with the awakening of kundalini, most of which teach a forced or willed awakening, which has always been warned against due to the inherent dangers. The *Three Cauldrons* are centres for meditation and for gealdor-sound; thus ALU is the magical power that flows downwards to awaken the kundalini-force at the Base-Centre (Bodn). The descent is symbolic of the spiritualising of matter; the ascent is when matter ascends to the spiritual level. These are changes in **vibration**, since spirit and matter are merely different vibratory levels.

As I have stated before, the chakras use different animals, obviously from the East, coming from India. For our work we can use the following -

Black Bull (Aurochs) - Base Centre.

Red Deer - Heart Centre.

White Swan - Head Centre.

According to my experience at Wayland's Smithy, where I met with a 'New Age' woman and here male friend, the ALU-Force is linked to the Ancestors. She saw my Mead-Horn carved with runes and asked what they were; when I told her that they meant ALU she was quite taken aback, for only a week or so before she has a vision when entering the Smithy. This was of a male warrior holding a spear; he kept repeating the phrase - ALU, ALU, ALU. The link with our Ancestors is necessary in the awakening of the Fire-Serpent. This, of course, dwells where the *AEthlinga* 'lies', i.e. in the burial mound. Hence the warrior at Wayland's Smithy.

It is said that the Fire-Serpent reached to the Heart Centre before the Great Catastrophe that sank At-al-land; it fell back down into the waters, rather than rising and taking wings, rising towards the Morning Star (according to Miguel Serrano). The evolutionary process was slowed down, but now the time has come to continue the *Path of the Fire-Serpent* through the use of the runes.

The Calc-Rune - Rune of Kalki

As with all runes the Calc-Rune has many different meanings at many different levels. This has been called the *Death-Rune* and this is the meaning that I am going to look at here. The shape is that of a 'bow and arrow', the weapon that can bring death. But in our modern age this rune represents the nuclear warhead, the 'weapon of mass destruction' that will be wielded by the Force of Destruction at the end of the Cosmic Cycle. Thus the rune is the *Rune of Kalki Avatar*, obvious from the rune-name 'calc'.

Kalki here wields a bow and arrow, though the usual weapon is the *Flaming Sword.* Kalki is an incarnation of Vishnu, but in his last incarnation he is more akin to Rudra-Shiva - the Destroyer of Worlds. In this respect we are reminded of Surt, who also wields a 'Flaming Sword', and is the 'Destroyer of Worlds'. Shiva

dances the 'Dance of Destruction', shown in the Cweorth-Rune, the stance he is usually shown in.

What we have to understand is that the end of a Cosmic Cycle means the destruction of everything, the Nine Worlds are engulfed by the Flames of Destruction. Everything has to go through the cleansing Fires of Surt - the Black One. It is this destructive force that is used to cleanse all evil and to bring justice and honour back to a fallen world.

It is important to note that the Calc-Rune appears within the Anglo-Frisian Rune-row and the Younger Futhark, but does not appear in the Elder Futhark. Only in the English Runes does it appear with the title 'calc'; in the Younger Futhark (and Armanen) it is the Yr-Rune or 'Rune of Error'. Even then the English version of the Yr-Rune is shown as a bow and arrow, and related to the Yew-Bow and Yew Tree, the tree of death (graveyards) but also of immortality.

I have equated HelgiH with Kalki Avatar because of the letter-changes which are feasible in the two different languages - Germanic and Sanskrit. HelgiH appears three times, is reborn from Helgi Hjorvarthson, to Helgi Hundingsbane, to Helgi Haddinga. These three incarnations also entail the Folk-Hero having his 'Valkyrie', the last being Kara, a name associated with 'time' (Kari). The 'Lay of Kara' is lost to us, or maybe never actually written, so we know little of the last incarnation of HelgiH. What we do know of Helgi Hundingsbane is that his appearance heralds bloodshed and slaughter, food for the ravens and the wolves.

'The trumpets blared and each side joined battle with utmost violence. You might well have imagined that the heavens were suddenly rushing down at the earth, woods and fields subsiding, that the whole of creation was in turmoil and had returned to ancient chaos, all things human and divine convulsed by a raging tempest and everything tumbling simultaneously into destruction.....'

Account of the Battle of Bravellir by Saxo; quoted from the 'Sagas of Ragnar Lodbrok' (translated by Ben Waggoner).

This Norse account runs parallel to the account of the Hindu epic, the *Mahabharata.* In doing this Saxo has resorted to *Archetypal Myth* and given an account of Ragnarok at the same time. The same type of epic heroic battle occurs in the Greek *Iliad*, and all these are Aryan Mythology. Some are recorded as past epic battles, others as future epic battles; they re-occur throughout the Cycle of the Ages.

There are also some interesting roots which link to the names *Kalki* and *Helgi* -

Aryan Root *kal- / Germanic Root *hal-

to hide

to cover

Aryan Root *kar/kal / Germanic Root *har

to move,

to run

speed

to project

Aryan Root *kar / Germanic Root *har

to hurt

to destroy

to burn

HelgiH is *The Hidden One* and we have here links to destruction by fire; there can be no doubt that his *Archetypal Myth* fits with that of Kalki Avatar of the Hindus. His myth tells us that he appears at the end of a cycle, and that his appearance heralds war, bloodshed, and destruction - the wolves and ravens rejoice because of the feast to come.

The power of destruction is also the role of Thunor; the *Hammer of the Gods* is Mjolnir which means 'the miller' or 'the crusher'. This applies also to the Swastilka which is the force that destroys the Evil Forces through its movement, its power of action. We should not forget the role of Thunor in the process of the destruction and cleansing of the Old Order.

The Calc-Rune is the *Bow of Shiva*, and as I said earlier today symbolises the nuclear warhead, it is the glyph of a 'rocket' that launches the weapon of mass destruction. As in the case of the *Mahabharata* we find that the power of the god Krishna (The Black One) is held in the concept of detachment, of being able to do that which is necessary, that which is ordained by a Higher Power, without pity or compassion. Arjuna is told that his enemies are already dead, this has been ordained by Krishna himself. His destiny is to destroy his enemies, even though they be his kinfolk.

Another rune connected with Kalki is the Hagal-Rune; it is significant that Helgi Hundingsbane is fostered by 'Hagal'. This rune contains both the 'Life-Rune' and 'Death-Rune', the balance of opposites contained within the whole (heil). I have shown before how Edred Thorsson sees the Hagal-Rune as being the projection from above or beyond of a hard and dangerous substance which is also the 'Seed of Becoming', new creation and transformation, sometimes through crisis. This is the transformation within the framework of cosmos, and the re-unification of opposites in a productive way. This sums up the Hagal Rune - Rune of Helgi/Kalki - which contains the 'reunification of opposites' within the same symbol. The meaning 'hail' given to this rune tells us that it is a Rune of Destruction, but it is also a Rune of Destruction-to-Recreation.

Interestingly, this rune is the basis of the 'Seed of Life' and the 'Tree of Life'; it is also seen as being the 'Star of David' when the points are joined as two triangles - the fusion of opposites. This is associated with the 'Cube of Saturn' and thus the Dark Power of this planet will be used against those who have used it against our Folk. The Gods are a blend of Gods and Joten, so they have the power to turn the Dark Side against their enemies - the Joten. This is the power that will be wielded by Kalki Avatar!

Alchemy and Runic Symbolism

This post was sparked off by a link sent to me by C.M.Reed which promotes two books about the symbolism of the REBIS and its shape which features universally and, of course, is the shape of the Long Man, the Herne Giant, Viracocha, the Atacama Giant and the Ear-Cweorth Runes. The link is to **www.RichardCassaro.com** which has a number of images of the symbolism. We have already shown some images of the rune-shape but this post will bring into play another meaning of these runes, one linked to the 'Graal Runes' theme that we have worked on many times. What we need to do is to go through the REBIS and the symbolism.

The image is male-female as shown by the two heads.

The Sun is male, next to the male head.

The Moon is female, next to the female head.

The Man is dressed in RED (The Red King) and the Woman is dressed in WHITE (The White Queen).

The man holds the compass which makes a circle and thus symbolises the ***Spirit*.**

The woman holds a square which (as the word suggests) makes a square and thus symbolises ***Matter***.

Aphrodite (Venus) and Hermes (Mercury) have a child named *Hermaphrodite* who is born male but becomes male-female thus uniting the two as one. The above shows the union of Venus (Female) and Mercury (Male). This is the *Alchemical Wedding.*

An alternative symbolism is that of the *Red King* (Spirit) and the *White Queen* (Matter). This is symbolic of Man who is Spirit born into Matter.

At the bottom is a *Winged Globe* in which is a Triangle (Spirit) imposed upon a Square (Matter). Above this is a *Fire-Serpent (Fire-Dragon)* which represents a transmutation by fire. The Number 4 is found on the Square, and the Number 3 on the Triangle - again 4 = Matter, 3 = Spirit.

At the top is a *Golden Star* which represents the transmutation of Lead into Gold, and thus the coming Golden Age. This is a six-pointed star symbolic of the union of male-female, within which is the *Sign of Mercury.*

Looking at another site I found a very interesting explanation for the word REBIS which is said to be from the Latin *res bina* meaning 'dual-matter' or 'double-matter'. The site gives a better explanation of this as RE (Ra - Egyptian God) - B - IS (Isis - Egyptian Goddess). No explanation is given as to the 'B' as far as I could see. This is obviously the Male-Female union as found in the rest of the symbolism.

Analysing the images on the website the figures in this position are holding in each hand -

Two Stags - Anatolia/Assyria

Two Dragons/Serpents - Afghanistan/Norse

Two Serpents - Andes/Crete

Two Lions - Egypt/Mesapotamia

Two Leaves/Corn - Greece

Two Birds - Greece

Two Horses - Hittite

Two Tigers - India (?)/ Persia

Two Wolves/Dogs - Minoan/Persia

Two Rams - Persia

Two Animals/Horned Animals - Sumeria

Although not quite the same this image of Woden and Two Wolves contains the same theme without the same pose. It is Anglo-Saxon.

Now, simple logic tells us that these images are very different from the alchemical images of much later times, and are not a continuation of the original images. There is no hint in the later medieval images of either a male-female (they are either male or female) or of a union of male-female (the animals are the same on both sides). The only thing that links all of these images is that they show the stance of the Ear-Rune/Cweorth-Rune. Also these two runes are associated with

death in that the Ear-Rune is the 'Earth-Grave' and the Cweorth-Rune is 'Ritual Cremation'.

At the end of the Cycle of the Ages the world is dissolved into Chaos, into the Primal Material, into the Source, into the Darkness of the Void. This, as Blavatsky pointed out, involves the 'Dissolution of the Races' which we can clearly see happening today. Miguel Serrano's work, which we have taken up too, involves the idea that the 'Alchemical Marriage' (Male-Female) is not the end-phase of the 'Great Work' and that there is a further stage where we can go beyond this to become the *God-Man.* All other spiritual disciplines teach the union of male-female and the dissolution into the 'All', 'Cosmic Consciousness', 'Union with God', 'Union with Nature' etc. as the end result, but as Steed has pointed out, what would be the use of doing this since our lives would have no purpose and meaning, just being dissolved back into the source.

Thus, the need for a union and then a separation is required to achieve going beyond, crossing the abyss (Void - Black Sun) to the Green Ray of Venus; this involves a transmutation which is achieved through Fire. Here we see the importance of the Cweorth-Rune which is the *Rune of Transformation* (by Fire). This transformation takes us to the *Ubermensch* of Friedrich Nietzsche.

Going back to the REBIS I will now look at this as a Runic Formula - RAD - BEORC - IS.

Rad - The journey, quest (for the Graal), the Self-Sacrifice (on the Tree of Woe).

Beorc - A regeneration (birch tree), a new beginning, rebirth, a New Dawn.

Is - The 'I' transformed into the *Absolute I.*

Ra and Isis produce Horus the Son; Woden and Grid produce Widar the Avenger; Beorc is the Regenerated God. Ra is the Sun (Spirit), Isis is the Moon (Matter), Horus is the offspring - Spirit incarnate in Matter. Woden (Spirit) and Grid (Matter) produce Widar (Spirit incarnate in Matter). This is the same as Osiris (Spirit) and Isis (Matter) who give birth to Horus who is the new 'Horus-King' incarnated on Earth.

It is interesting to note that it is Mercury (Woden) who is shown at the top, above the heads of the man-woman. It is thus Woden who ushers in the new Golden

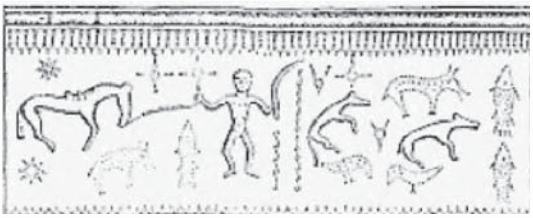
Age, who transforms the Lead into Gold, who transforms Saturn into the Golden Sun of the Golden Age.

There seems to be no common denominator throughout the ancient images, bar for the fact they are mostly a figure, either man or woman, god or goddess, holding two animals, birds or mythical creatures. The Long Man of Wilmington shows the ancient figure of Waendal or Mundilfore, so the image suggests that of the God of Cyclic Time, the World-Turner and Cosmic-Turner. The Twin-Serpents in some images are related to the figure of a god that turns the world from the Cosmic Axis.

The above figure shows the 'Churning of the Ocean of Milk', the 'milk' obviously symbolic of the Milky Way Galaxy. This is done by a Serpent, with Gods (Devas) and Demons (Asuras) being on either side pulling the Serpent. This is the balance of opposites or conflict of opposites.

The Cweorth-Rune is also the *Fire-Twirl* which is the Creation being whisked into being by Mundilfore. It is Waendal/Mundilfore who whisks the worlds into creation. This rune thus suggests a 're-creation' of the worlds, and thus also of Man.

In the *Ar-Kan Rune-Lag* we use two similar rune-staves for Ear and Cweorth' Ear has two small staves at the end of the 'arms'. These suggest the twin animals, staves, spears which are shown on the ancient symbols, and this also suggests an 'earthly' link as with the 'earth-grave' meaning given to this rune. The Cweorth-Rune has no short staves and is thus going beyond, being a Rune of Transformation by Fire. It is a Rune of Transcendence and one of the Four Hallows, which themselves contain the Graal-Runes - Calc/Stan/Gar.



The same images appear on the *Horns of Gallehus* and these feature what seems to be the *Lord of the Animals* who is *Herne the Hunter* (Woden). The figure is also that of a Warrior or Twin-Warriors. The 'Lord of the Animals' is shown horned - 'The Horned One' (Woden).

On this 'Runic-Stance Horn' it appears as Twin-Warriors imposed upon each other, one upright and one sideways (third row right). This one is associated with the Wolf's Head Warriors bearing a Club (Woden) and an Axe (Thunor).

This is an image of Shiva which is obviously derived from earlier images which may show Rudra, from which Shiva developed. Here there are four arms, which merely suggests movement.

There is somewhat of a problem concerning the REBIS image, which uses classical terms rather than Northern European. This despite the amount of stuff that would have been available to scholars of the time. There are obvious connections - at a later time perhaps - with Masonry, since the same images come into Masonry. Masonry became the tool of the *Counter-Initiation* and the 'Third Estate' - the Merchant Age or 'Capitalism'.

Such imagery sees the Sun as male and the Moon as female, which is the opposite of our Germanic Lore where the Sun is Female and the Moon Male. Indeed, there is also a marked difference than Tantric Lore, even though Shiva is Male (The Sun) and Shakti is Female (The Moon). Here Shiva represents *Being* which is static, which 'is', and which is unchangeable, and Shakti represents *Becoming* which suggests movement and change. Julius Evola sees this as Solar (Being) and Lunar (Becoming), the former being Male, the latter being Female.

To understand this we may need to consider that in ancient cultures the 'Son of the Sun', the Divine King, was represented as a Male God-King. This does not negate the idea that the Sun is Female, as I will show. Ingwe-Frey is a Solar-God, as seen from the description of his Solar-Boar with 'Golden Rays'. So we could view the Sun-Spirit as Female, whilst the Sun's Rays (Boar's Spikes) are Male, and it is these rays that reach down to Earth. Thus this Sun-Spirit incarnates as a Male God-King.

Julius Evola seems to see the Solar-Force of Being as having a far higher significance than the Lunar Force of Becoming. But *Being* does not change, and to bring change into effect (for whatever reason) we need *Becoming* - a Lunar and Feminine Force. This is the essence of the Tantric Lore where Shakti is the force of movement and change which rises from the base (Earth-Matter) and unites with Shiva *(Being)* in order to create a change in consciousness. This state of *Becoming* is perhaps symbolised by the Fylfot-Swastika, since this is the Force of Movement and Change. We can see here the *Being* is brought into movement and change through *Becoming*, though in reality *Being* does not change in essence.

The great problem with symbolism is that every symbol has its meaning and its equal and opposite meaning. For example, the Rad Rune is of 'right order', the Rita, 'right action' and is the Solar Path; but it has the opposite meaning of the

'Rat', the destructive and parasitical animal that brings destruction and disease, and feeds off human waste in the main. Somehow, and in some way, it is uncannily linked to mankind. Thus, when we consider ancient symbolism and medieval symbolism we need perhaps to take into account that such symbolism can be changed into its opposite meaning in order to serve the *Counter-Initiation.* This has been done with the figure known as 'Baphomet' by Eliphas Levi, which suggests the union of opposites, i.e. the fusion of male-female, and black-white. This is the essence of ***Chaos*** and ***Racial Chaos***.

The symbolism of the 'Golden Age' should also be considered in this light; what is the 'Socialist Paradise' but a theme based upon the 'Golden Age', but in reality a sick parody of what this really was. And this is the aim of the *Counter-Initiation.* This is no doubt a subconscious drive and many that take it up are no doubt convinced that what they are doing is right, but they do not have the true intelligence (and the True Light) to see that it is all an illusion, and that the end result is a 'Hell-on-Earth' rather than a 'Paradise' or 'Golden Age'.

The last thing that we need to consider is that the 'One', the 'All', 'Cosmic Consciousness', 'Mother Nature' and the many other phrases used to encourage us to become 'united' with this refer not to a 'True God', nor to the 'Divine', but to the Demiurge, Ildaboath, Yahweh-Jehovah or any other name that is used for this Lord of Darkness and Chaos - as Miguel Serrano has pointed out. This 'Lord of Darkness' has become 'God'. So any 'Union with God' suggests a 'Union with the Darkness'. This is why we need to wary of the medieval images being a 'continuation' of an ancient image, even though the ancient images show very little similarity to the later ones. I am not suggesting we ignore or reject them, just that we be wary of what their underlying imagery shows.

Baphomet

The arm-positions have been altered here to 'As Above - So Below', but the phrase 'Solve et Coagula' - 'Break down and run together' - points to the White Moon and Black Moon (White Man and Black Man). The figure is male-female and also represents the 'breaking down and running together' of the Man & Woman, as is happening today in our society. This, again, is the essence of ***Chaos***.

Lastly I would like to comment upon the concept of *Kundalini* since this has become one of the new 'fads' spreading over the world, in many cases from the USA. It is clear that the *Kundalini Force* is shown in the above figure of *Baphomet* where the 'phallic' symbol is a rod topped by a ball with twin-serpents reminiscent of the Caduceus of Mercury. There are so many videos and websites devoted to the 'Awakening of the Kundalini' that we need to consider why this is, and since it has become 'mainstream', what is the aim of this, since it is supposed to be a spiritual concept.

It would seem obvious that the awakening of the Kundalini-Force is itself not a case of 'enlightenment' or some form of 'spiritual awakening', since those who are promoting this seem very far removed from any form of 'spiritual awakening', and are just offshoots of the 'New Age Movement' which is all part of the Global World Order. Indeed, many of these sites promote a forced awakening which is always deemed dangerous by those who are true Masters of this Serpent Force. It would seem obvious to me that this forced awakening is connected to a materialistic path, and that this has nothing whatever to do with a Spiritual Awakening.

There seems no doubt that in very ancient times (possibly in Egypt) the Ancient Aryan Mysteries were stolen in some way, and then used by the growing *Counter-Initiation* as a counter-force to the Force of Light and Life. These Ancient Aryan Mysteries were stolen and subverted for the use of the Powers of Darkness, these being effectively 'turned on their head', or reversed in form, in order to serve the Darkness and Shadow-World. This may well be the symbolism of the cattle stolen in a raid, cattle which had to be found and taken back. This is also the symbolism of the Serpent which stole the Treasure/Gold and which the Aryan had to regain again through slaying the Serpent of Evil. The same theme occurs in Vedic India with the 'Flood' and the stealing of the Vedas (Ancient Knowledge) which had to be regained once more for the Aryans.

This is the reason why we should not reject or ignore what we see as possibly negative symbols, since where we find a symbol being 'stolen' and used against us we also find that these have an Ur-Form which contains the correct symbolism of the original meanings. These are *Archetypal Symbols* which have an Ur-Form but which can be overlaid with an opposite symbolism, just as in the figure of 'Jesus Christ' as the 'Hanged God', a symbol that far predates Christianity. This also shows in the imagery of Woden as the 'Horned God' being turned into its opposite as 'The Devil' or 'Satan'.

The 'Caduceus of Mercury' is obviously symbolism connected to Woden, the Germanic God always deemed to be connected to Mercury. Thus Woden rules over the concept of the *Kundalini-Force* or *Serpent-Force.* It is the *Inga-Fire* which is the 'Fire of Transformation' and which transform Man into the Man-God. This has been looked at in another post.

Sieg Heil!

The above, taken from the Volkische-Runes Blogspot, are four variations of the Ken-Rune, but it is the second from the left that we are interested here. This rune-shape is an upright stave with an upward-pointing 'arm'. We cannot but notice the shape is that of the so-called 'Nazi Salute' or 'Fascist Salute'. Of course, this post (once again I am afraid) opens me up to the claims of being a 'Neo-Nazi' but that is a hazard we have to overcome if the truth is to become known, and the truth will one day sweep aside all of the lies and the misunderstandings that come from the Great Liar and his Dark Servants.

The salute is made up of two distinct runes, the Sieg-Rune and the Hael-Rune (Haegl-Rune). Added to this the rune-stance is that of the Ken-Rune in its Anglo-Saxon form. We need to analyse these runes to see what the stance actually does -

- Sieg means 'victory', so Sieg-Heil means 'Victory-Heil'.
- Heil or Hael is a force, the mysterious force invoked by the use of this salute. It is a force of healing and health, a force of harmony and stability, a force for good since surely healing and harmony is good for us - though certain powers may not see it this way, since they promote division and disharmony.
- Sieg is also the Sun, the Brilliant Light, the Golden Light of the Sun, the Sun of the Arya. This is also invoked, the Power of Light and Life.
- Sieg is the Lightning-Bolt of Thunor, of Indra, of Thor, the Lightning-Bolt that smashes through the Darkness. It is the power that breaks down barriers, that breaks through any obstacles. It is the Thunderbolt, the Bolt of the Thunder-God, the Power of Light breaking the Darkness.
- Sieg is a Rune of the Serpent (S), the serpentine-power, the Fire-Serpent, the Power of Ingwe-Agni.
- The Ken-Rune is the Fire-Serpent, the Inga-Fire, the Power of Ingwe-Agni; this is the upward path of Light and Fire as shown in the stave itself, the upward movement within Man, rising to the heavens, to the Divine Light, to the Divine Truth.
- As the Force of Ingwe this salute invokes the Power of the Divine Will, the Will-to-Power, the Will-to-Victory over the Forces of Darkness and Matter.

The third rune is that used on the White Stone of Ing, and this can either be with the stave above the upturned 'V' or the stave below a 'V' (as a 'Y' shape'). In this case I feel that the former is how it is used here.

The Ken-Rune stance suggests the invocation of the *Fire of the Sun* and the rune means the Sun, the Serpent but also the Soul (Sowilo). The 'Light of the Gods' (Litr Godh) is the Divine Spark, Agni-Ingwe, who is the Hidden God, the god within the Arya, the Fire of the Arya, the Fire of the Hidden Sun, the Sun concealed in the Darkness of Matter. Sieg is the victory of Light over the Darkness, 'Sieg Heil!' is the invocation of that victory, the drive towards harmony and then perfection. The drive towards Immortality and the Realm of the Gods.

The Sieg-Rune is associated with the ***Will***; this is linked to the Lightning-Flash or Lightning-Bolt, it is that which will break through, achieve victory in the end through the Power of Will. The word 'will' is itself entirely positive, there is no hint of negativity within the sense of the word. When we say 'I will' it is a positive and powerful statement, unlike 'I might' or 'I might be able to'. 'I will' is powerful and has to be said with vigour and power - in itself it invokes power and force. Will is in fact the Power of Truth.

The rune has a serpentine-movement related to Agni and thus to Ingwe; it is a spiral motion, a spiritual motion, the Power of the Vortex. Ken is the Inga-Fire, the Aryan Fire, the Sacred Flame of the Gods, the Flame of Knowledge, the Fire that Forges, the Fire that Transforms. It was said that great **Initiates of Fire** would arise to guide the evolution of Man, the **Fire of Ingwe** which is the Beacon-Fire shining in an Age of Darkness.

The Feoh-Rune

In the *Inglinga Blog* I have worked on the idea of the Eternal War between the Forces of Light and the Forces of Darkness. This came about through concepts contained in the *Rig Vedas.* It is clear from this that the symbols of the 'Cows' and the 'Gold' are symbols of the Solar-Light of the God-Head, the Divine Light of Swar, the region above the heavens, the highest point of consciousness, the Realm of the Gods - Asgard.

The earliest meaning we have for the Feoh-Rune is 'cattle', from the Old English Rune-Poem; the later texts replace this with 'gold'. The texts use these in reference to the physical objects and thus contain mundane meanings. Yes - this is one level of meaning but it is not the only one. To find the inner and hidden meaning we need to refer to the children's tale - *Jack & the Beanstalk.*

Jack is sent out by his mother with a cow which he has to swap for the necessary food to live; on the way to market he comes across a man who persuades Jack to part with the cow in exchange for some Magic Beans. He takes the Magic Beans back and his mother sternly scolds him for his action, so Jack throws the Magic Beans into the garden.

When Jack awakes the next day he finds a vast bean-stalk rising into the skies, so he climbs up to the top. There he enters the realm of an Ogre (Giant) and he finds a Golden Hen that lays Golden Eggs guarded by the Ogre, which he steals and takes back down to his mother. The next day he climbs again and finds a hoard of Golden Coins, which he steals again and takes to his mother. On the third climb he enters the house of the Ogre and finds a Golden Harp which starts to play; the Ogre returns so the wife of the Ogre hides Jack in the oven. The Ogre exclaims -

Fe-Fi-Fo-Fum, I smell the Blood of an Englishman,

Be he alive or be he dead, I'll grind his bones to make my bread.

The Ogre's wife waits until the Ogre falls asleep and lets Jack go; Jack steals the Golden Harp and climbs down the beanstalk, but the harp starts to play, awakes the Ogre who follows on the heels of Jack as he descends. Jack jumps to the floor, cuts the beanstalk, and the Ogre falls to his death. It becomes clear that the Golden Treasures were originally the property of Jack's father, so in reality he merely took then back.

We have all the elements of the Mystery of the Feoh-Rune here - the 'cow' (Golden Sun), the beanstalk (spiral ascent), the Golden Treasure (The Light of the Arya), the stealing and regaining of the Golden Treasure. We even have the runic formula for this rune - *Fe-Fi-Fo-Fum.* (It is perhaps expected that the formula is here set to fit into the rhyme and metre of the poem, but the formula in effect would be -

Fa - Fe - Fae - Fi - Fo - Foe - Fum

This is the Sevenfold Sound of Fehu, shortened to Fa-Fe-Fi-Fo-Fum; note that the Latin Alphabetical order is used, whether this is original we cannot tell. The Ogre mentions that he will 'grind' Jack's bones, suggesting that he is the Turner of the Mill. I have discussed this in my book *Ar-Kan Rune-Lag : The Secret Aryan Way* in

which I recognised the 'gold' as symbolic of the Solar Knowledge and Solar Wisdom, as well as the Solar Light.

We have to recognise that the Solar-Light is stolen by the Great Enemy, by the Forces of Darkness; I have mentioned before how this could relate to an ancient times (perhaps in Egypt) where the Aryan Wisdom was stolen when one of the Aryan Kings was slain (the Legend of Hiram Abif may be related to this). It seems clear that the Aryan Wisdom remains hidden in the lore of the *counter-initiation*, hidden but distorted to suit their evil aims. It has always been strange that many Western Tradition Occultists have used the Kabalah, but maybe there is some hidden worth in this lore after all, hidden but distorted (as must be recognised, of course, before using such texts).

The above shows clearly that the runes were not merely mundane symbols for everyday objects; seeing them as such has kept the true meanings hidden. What we need to remember is that words used in ancient texts have to work at an intuitive level and not an intellectual level; they have to work through the right-brain in the way of A = B = C = D etc. rather than 1 + 2 + 3 = 6 when the left-brain is used. Thus, every word used has to be seen in a way in which it evokes many meanings at the same time, even meanings that would seem to contradict. 'Cattle' is the same as 'Gold', even though they seem quite separate and different, for they both symbolise the Solar Light in different ways. Gold is more obvious, but the cow is both motherly and nurturing, and the Sun's rays nurture and feed us with Light. Audhumla is the Cosmic Cow and Cosmic Mother.

Those scholars who have rejected anything but materialistic meanings to the runes have 'blocked out the Light', have pushed the true meanings into the darkness, where it is the role of the Aryan Mystic to retrieve them and bring them back into the Light of Day. Those who wrote down these symbols would likely have been aware of what they were writing, but had to hide them from the Judaeo-Christian oppressors who sought to destroy the Ancient Wisdom of the Arya. It may be that they were not aware of the hidden meanings, who knows?

The 'darkness', the 'cave' and the 'lake' are symbolic of the subconscious; it is here that the Aryan Treasure lies hidden. It is here that the 'demons' and the 'darkness' hide that treasure. It is necessary to dive deep into that darkness, to dive into the 'lake', to enter the 'cave of darkness', to slay the Dragon of Darkness that guards the Gold-Hoard, and to retrieve the Gold-Hoard, steal back the cattle, and to bring this back into the Light of Day - the conscious mind. The

unconscious has to be made conscious. This is the *Mystery of the Blood - the Blood-Memory.*

Like the Giantess, Gunnlod, the female Joten (Giants or Ogres) aid and help the Aryan Hero who has to find the treasure. This is clear in the tale of *Jack & the Beanstalk.* In the *Myth of Knit Mountain* we find Woden retrieving the *Mead of Inspiration* which was also stolen by the Joten and retrieved by the Gods. The essence of these tales is that some form of self-sacrifice is needed to regain the treasure, whether it be the Mead of Inspiration or the Golden Hoard, or the Cattle. The essence is struggle, going against all odds, sacrificing all for the sake of the Divine Quest. This is also true of the Graal-Quest, for the Graal is often seen as a 'Divine Light', a brilliant, shining light at the end of the struggle. *To whom does the Light belong - the Light is the right of the Arya.* The Divine Light is *Feoh* which can be seen from the ***OE fah*** which means 'radiant' or 'bright' and is the Fire of Ingwe. (*) There is another Old English word *feorh* which means 'life', 'soul' or 'spirit' and which is the Flame of Life. Light and Fire are the realms of Ingwe. (See the book for more details of this rune.)

(*) Woden's Folk uses the formula **FAH** as a means to remember the key elements for fire-making -

F = Fuel.

A - Air.

H = Heat.

ALU-ULA Exercise

Below is the ALU-ULA Exercise which we have used at our Folk-Moots; this has an added piece using the 'Mudra of Ingwe' which binds the Woden Initiate to Ingwe as the Divine Ancestor. If you have the Wulf Ingessunu ALU recording on the Seelenlicht CD 'Love and Murder' (Track XIV) this could be played in the background.

Stand with your feet about 12 inches apart; relax and let a feeling of warmth pass through your body.

Form a closed fist with the right hand over the Heart Centre; now curl the left hand over the right hand. This represents the Sun and the Moon - the balance of Light and Darkness.

Now make the *Mudra of Ingwe* over the **Third Eye Centre** by crossing the left index finger (first finger) over the right index finger, and crossing the left thumb over the right thumb beneath this. The ends of the thumbs should touch the knuckle-joints of the two index fingers. The other fingers of both hands should be closed up. This will form an X over an X - the Ing-Rune. This will also form a Germanic Ing-Rune from the Third Eye down to the Heart Centre.

Place your open hands across the *Hara-Centre* (2 inches below the navel) in the shape of a Trikona (Inverted Triangle).

Intone the Rune - "URUZ" - in a deep voice. Visualise the rune-stave URUZ in a black form. You can add a visualisation of a Black Bull if you wish, but this should be done after the visualising and chanting of the rune.

Bring your open hands upwards, level with the Heart Centre/Solar Plexus Centre; the hands should be now slightly opened and pointing away from you towards the front (in a kind of twin Lagu-Runes).

Intone the Rune - "LAGUZ" - in a slightly higher voice. Visualise the rune-stave LAGU in a red form. You can visualise a Red Deer at this point if you wish.

Now bring the hands upwards again to the *Third Eye Centre* where the open hands forms an Upright Triangle over the centre of the eyebrows.

Intone the Rune - "ANSUZ" - in a high voice. Visualise the rune-stave ANSUZ in a white form. You can visualise a White Swan at this point if you like.

Now repeat this, but start with ANSUZ, down to LAGUZ, and down to URUZ. This is one cycle. Do the cycle either 3 times (or 9 times if you have the time and inclination). The main thing is not to rush it through so doing it 3 times may be better for the first time.

Note: the last latter 'Z' should be extended for as long as you can as 'zzzzzzz'; this acts as a 'buzz' which should be felt in the particular centre of the rune sounded.

The Runes of Ingwe

As I was looking through my old works I came across the 33 runes which were discovered by a Woden Initiate back in March 2012. Over and over again I have meditated upon these, come up with some ideas, but never really understood why they have been given to us, nor what they really mean. So now I am going to open this mystery to others, hoping that someone, somewhere, will come up with some new discovery that will open these mysteries to us once and for all.

The trigger for this was when I asked this Odinist if he could meditate upon a 'crystal' for me. This was because I was asked to look into a 'crystal' that was the subject of 'Psychic Questing' some years ago, a crystal hidden somewhere up in the Scottish Highlands. Being not so well off I could not risk going up there on a whim without some form of proof that something tangible may be there, so I asked Ragnar Eriksson, who I had only just met, to do this meditation, hoping that he would come up with something. He was outside our group and thus not involved so anything we got would be uninfluenced by our work.

Nothing is simple, and Wyrd set the web trembling and Ragnar (mistakenly) thought that I was referring to the 'Krist-All' of Guido von List, and his meditations went along these lines. Had he not have done so these would no doubt not have come to light - weird. His letter to me is as below -

Hello Wulf,

After receiving your email asking me to meditate on an ancient crystal I assumed that you meant the one used by Guido von List at the beginning of the Twentieth Century? With this in mind I set about the task of doing so, but had no illumination until my second attempt a day later. This time I knew that there was something odd that I was seeing, but it was unclear what it was that I was actually seeing. My third attempt became more revealing in as much as I was seeing something else inside the Crystal Cube, but this was not at all well defined.

A fourth evening meditating on this revealed a diamond-shaped smaller crystal inside the first. The Armanen Runes appeared where one would expect them, i.e. on the edges of the facets of the first crystal. But there were also runic shapes on the facets of the diamond too.

On my fifth attempt I saw only the diamond-shaped crystal, the runic shapes were each in flames. On seeing this I copied down the shapes I saw in the order in which they were revealed to me. Having now got a set of 33 rune-shapes I had no names for them so had another meditation session the following evening and, sure enough, I was given the rune-names.

You will find them on the page behind this letter mate. I cannot say if this is what you are after, if these are meant for you, or even if these are the healing-runes I have been looking for for the past twenty years? Either way, I am sure you might be able to sheds some light here, Wulf?

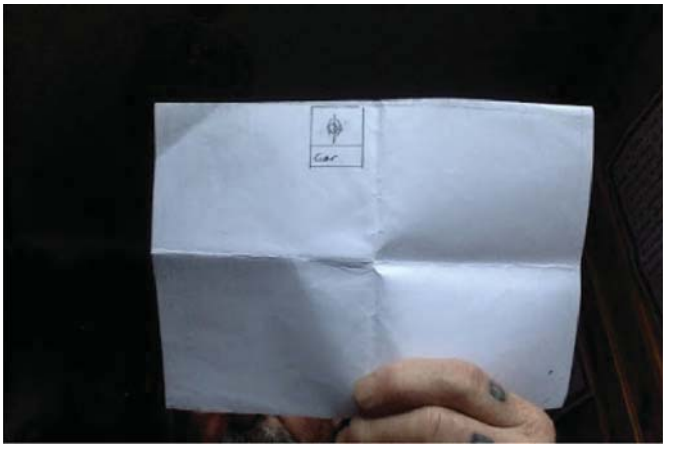
Best Wishes and I hope this helps (in whatever way),

Kind Regards,

Ragnar Eriksson

Firstly it would be wise to tell how I came to meet Ragnar Eriksson, whom I have lost touch with long ago). Both he, and a lady within his group, had the same dream-vision in which they were told to 'Seek out the Wolf and the Pale Dragon'. After this he came across our website and assumed that I was the 'Wolf' and the White Dragon was the 'Pale Dragon'. Some synchronicity, and proof that there are Higher Powers working through many people, working for the same struggle. It would seem that he was led to us in order to be the one to reveal these Holy Runes, and we must thank him for this. (*)

Anyway, it is now time to reveal these 33-runes so that they are not lost to us, and that their importance comes to light. Below are the runes revealed to Ragnar and sent to me -



There are certain things that came out with my own meditation -

- The Germanic Ing-Rune features in no less than 11 staves; 11 is a number related to the 33 (11 x 3).
- The Tiw-Rune (Arrow) appears also on 11 rune-staves.
- The Jera-Rune runs clockwise relating to the Cycle of the Year, whilst the similar Heimdall-Rune runs anti-clockwise relating (as it should) to the Precession of the Equinoxes.
- The Gar-Rune is a balance of Jera and Heimdall. The Quaert-Rune is also similar but without the upright stave.
- The 'arrows' seem to signify movement upwards and downwards in some cases.

- The Stahn-Rune and the Gaefu-Rune are similar but 'opposites'; the 'Stone' and 'Gift' can be found in the 'Gift of Ing' and 'Stone of Ing'.
- The Calc-Rune here becomes the Kaulca-Rune which obviously suggests Kalki Avatar. This is similar to the Daeg-Rune.
- The AEthel-Rune is here a Germanic Ing-Rune with an arrow pointing downwards; this itself is interesting. Obviously the rune refers to the 'Racial Homeland'.

There are also another couple of things that came to me after first meditating on these -

- There are two runes - niD and nid both of which appear to have the same name; I have interpreted the first as *nith*, the second *nid.*
- There are also two runes named 'ihr'; the one that looks like the Uhru-Rune but upside-down I saw as *Ihru*, the second as *Ihr.*

The runes are broken into four AEttir plus the Gar-Rune which is still the 'Sacred Centre -

Fae - Uhru - Thunor - Man - Caan - Stahn - NiD - Aak

Jera - AEhu - Lagiw - Balder - Isc - AEuuas - Sighael - AElas

Ing - Daeg - Iuhr - Gaefu - Ihru - AEthel - Heimdall - nid

AEhr - Asc - Paertra - Quaert - Uuyn - Kaulca - Tiw - Ihr

Gar

The only two spellings I have changed is the NiD-nid/Ihru-Ihr since two runes cannot have the same spelling, though similar sounds. The Gar-Rune is not clear on the photo but is the Quaert-Rune with an upright stave. In regard to direction the Uhru-Ihru/Aak-Iuhr/Stahn-Gaefu runes are all made by spinning the first around either clockwise or anticlockwise, yet another directional move.

Although the secrets of these runes have as yet not been revealed their importance seems clear from the way that they were revealed. Firstly, the Armanen Crystal was shown, together with the 18 Armanen Runes; from out of this Armanen Crystal the Diamond-Crystal ('Crystal of Ing') appeared. This suggests that the 33-runes have grown out of the 18-rune Armanen System, and

that they have appeared here in England at this time because the *Sword of Hengest* passed from Germany to England.

That each rune-stave appeared in a fiery-nature suggests that these are indeed the *Runes of Ingwe (Inga-Runes)*; even the Is-rune (Isc) is now connected to movement (upwards-downwards) and to Ing (diamond-stave). Ingwe is similar to Agni and thus a Fiery-God. According to the Listian theory *Arman* is the 'Sun-Man', *Ingfo* is the 'Sun-God' and *Istfo* is the 'Wanderer'. Ingwe is thus a Sun-God and Sun-Hero in manifestation. Since we have entered the *Age of Ing* and that the archetype of the Coming Man ('Son of Man') is linked to Ingwe then these runes must be connected to the *Age of Ing* and the *Aryan Heroic Archetype.* Thus, not only did the 'Great King of Terror' (Black Sun) bring back to life the 'Great King of the Angles' (Ingwe) - in 1999, but also in 2012 a new set of runes connected with Ingwe was revealed to a Woden Initiate here in England.

This diamond-shape features in a number of places across these islands and is invariably described as a 'lozenge'. It occurs on the stone at the entrance of Bryn Cellu Ddu in Anglesey, North Wales, an ancient 'burial chamber' or 'tumulus'. There are even designs on some Pictish Stones which could be seen as being a more elaborate design of the Ing-Rune in its English version XX. Remembering that there was a Pictish King called AEngus/OEngus. The widespread ancient knowledge of Ingwe needs much further investigation since he seems to have left a mark throughout the nations of these islands.

Pictish Symbol

Of course, there is the possibility that I have got this wrong and that rather than referring to the 'Age of Ing' in our times these runes are linked to At-al-land and the sinking of the 'Racial Homelands'. The AEthel-Rune does suggest this, whereas its modern version is the Ing-Rune with an upward-pointing shape underneath. Or, the new AEthel-Rune could mean a 'coming down from above' of the Force of Ingwe. These things will become clearer in time.

Whatever the case these runes have now been revealed and now open to others to come up with new ideas. It is strange that at every corner these things seem to revolve around the figure of Ingwe. Ingwe is the "Beginning and the End' or 'The First and the Last' and is the 'Son of Man(nus)' He is thus associated with *The Fool* of the Tarot. Note that the figure of *The Fool* holds in his left hand the *White Rose of Albion.* He is the 'Harlequin' or 'Herla-Kin', who is the Wild Hunter-God in one sense.

(*) There seems no indication that these are 'Healing Runes', although in a sense they may well be classed as runes that 'heal' the Folk and the Land. That they are 33 in number, the same as the Anglo-Frisian Runes, links them to At-al-land. Marby considered the 33-runes to come from Atlantis.

The Bind-Rune

Most people will know what is meant by the term 'bind-rune'; for anyone who does not it means a number of runes bound together into a single symbol. The rune-meanings are thus 'bound' together into a 'magical formula'. I am going to use the above drawing (courtesy of Hamasson) to show how a bind-rune works. Although it may seem quite simple this one has a number of runes within it that are not at first obvious. Let us go through the runes and I hope that I have covered all of them as we do so -

Is-Rune: This is the upright stave running through the centre; it means 'ice' which is stasis, stillness, but which also represents the Cosmic Axis which at one level is the spinal column.

Ing-Rune: In this we can find an Anglo-Saxon Ing-Rune and two Germanic Ing-Runes (diamond-shape). These two latter runes are found in a separate rune-stave, but that there are three runes has to empower the Ing-Rune more due to this. This is the *Rune of Ingwe* - it is the rune associated with the 'Son of Man'. This concept is very important and I'll deal with that later.

Ger-Rune: The Anglo-Saxon Ger-Rune is formed by the upper part of the Is-Rune, being made up of this and a Germanic Ing-Rune. Ger relates to the seasons revolving around the Cosmic Axis.

Eolhs-Rune : Calc-Rune : Ing-Rune: The Anglo-Saxon Ing-Rune, with the upright stave running through it, can be seen as an Eolhs-Rune (Tree of Life), a

Calc-Rune (Death-Rune) and the Germanic Ing-Rune which naturally forms part of the A-S Ing-Rune. Here we have 'Ing hanging between Life and Death'. This itself is a powerful symbol, and when held within that of **The Hooded Man** this is made even more powerful.

Wyn Runes (back-to-back): Here we have the Mystic Formula '88' since the Wyn-Rune is the eighth rune of the Futhork. The Wyn-Rune is that of 'Joy' and also symbolic of the 'Tribal Banner' and thus represents the 'Joy in Kinship'. It is the rune of fellowship and kinship.

Feoh-Runes: Two Feoh-Runes can be found within this bind-rune, each facing outwards from the central Is-Rune. Feoh is a Rune of Fire, a Rune of Light, and a Rune of Initiation.

Thorn-Runes: the upper part of this symbol shows two Thorn-Runes, one right and the other reversed. These runes are very powerful symbols and in *The Hooded Man* we find a darker side as well as a light side - he comes both to destroy and to recreate.

Ken-Runes: Two Germanic Ken-Runes can be found in the A-S Ing-Rune; this is the Ken-Fusion version of this rune, holding within it 'Cosmic Fire' and the 'Fire of the Forge' - the 'Fire of the Will'.

Edel-Rune: Two Edel-Runes can be found, one upright and the other upside-down. In a sense these symbolise the *Divine Twins* which have a connection to *The Hooded Man.* The rune itself, as Hamasson has shown in the past, is that of *The Hooded Man.* It also relates to the 'Racial Homeland' - At-al-land. One is the sinking of At-al-land, the other the rising of At-al-land. This all relates to Ingwe and to The Hooded Man. The A-S Ing-Rune itself shows 'The Hooded Man' with a 'Crown' - the 'Crowned and Avenging Son of the Sun'. (Hamasson pointed out the 'crown' too).

Sig-Runes: The Sig-Rune (forwards and backwards) can be found twice in this same bind-rune, being formed within the A-S Ing-Rune. The 'Lightning-Flash' was, to Nietzsche, symbolic of the *Superman.*

Nyd-Rune: This is another rune that can be found within this glyph; it can be found twice within the symbol, thus doubling the 'Power of Need'. This is the 'Sword of Need' (Nothung) which is in fact the 'Need of Ing'.

Tir-Rune: This is another rune found within this symbolism; from this the Lagu-Rune can also be found, but we should not push these points too far perhaps. Tiw is the 'God of Victory'. the 'Tribal God'.

Eoh-Rune: We can find this rune hidden too; this is the 'Yew Tree', the tree of Eternal Life and Death. The opposites of Life and Death, Good and Evil, Light and Darkness can be found symbolised here.

That is far as I can go here though I may have missed something, of course; this is enough to show how many runes can be found in this type of bind-rune. There is a lesson here since if such a bind-rune were made up for a certain purpose the rune-magician must be sure to recognise any 'hidden' runes he puts in which are not necessarily part of the bind-rune.

This symbol was originally a kind of 'logo' or 'signature' which I used myself; it originated in a symbol put down after the mystical experience I had back in 1997, and it was connected to the Hale-Bopp Comet Mysteries. It developed and has been altered slightly but the basic meaning relates to *The Hooded Man.*

The Lagu Rune

This rune has differing spellings in different areas but the meaning is much the same throughout Germania -

Laguz (PGmc) - water/lake.

Lagu (OE) - ocean.

Logr (O. Ice.) - waterfall.

Logr (Norse) - water.

We can add to this *Laukaz* which means 'leek' and which is the odd one out here; the leek was a symbol of warrior-hood.

The glyph is that of a wave of the sea, a wave of the lake, flowing water of any kind, and the waterfall as shown in the Icelandic Rune-Poem. So far this is straightforward.

In Wodenic Lore we use the *Three Cauldrons* as a spiritual exercise; these have been amply covered before so I will not go into the subject fully. What we need to consider is that the *Lagu-Rune* in this *Ar-Kan Rune-Lag* system is to be found at the Solar Plexus-Heart Centre - at the *Son-Centre.* Here it does in fact relate to water, and also to the blood, hence why its colour is *red.*

Science knows that the heart generates an electromagnetic field 5000 times more powerful than the human brain; this makes this centre very powerful. The *Heart Centre* is seen as female, associated with electro-magnetism, mystery, awe, emotions, feelings and the element of Water. In today's society this centre has been almost cut off since the brain-centre is dominant through education and everything associated with modern life. The *Heart-Centre* is associated with the *Soul* and with the holistic, intuitive side of consciousness - it is, of course, a Source of Consciousness, no matter what materialistic science maintains.

As part of the ALU-ULA formula this centre forms the central point of the upwards-downwards movement along the Spinal Column - Mount Su-Me-Ru or Mount Me-Ru. If you chant the ALU-Gealdor over and over in a rhythmic form the sound 'LUWA' can also be heard; this forms part of the same formula but rather than the three letters of spirit, the four letters of matter come into being.

This brings me to another matter, and one which follows from this idea but is not really the subject of a post on the Lagu-Rune. However, I might as well go into this here for convenience. We have the following runes in the ALU-ULA -

Ur - Earth - Bodn (Boden).

Lagu - Water - Son.

Ansuz - Air - Odroerir.

Now, looking at this we find that the element of ***Fire*** is completely missing; this is something that seems to need putting to right. The element ***Fire*** should perhaps be found at the *Solar Plexus Centre* since this relates to the Sun, to Light and thus to Fire. The three colours - Black, Red and White - relate to the colours of the ancient Royal Art (Alchemy). But here again there is another (missing) colour - Yellow. So, we could relate this colour - Yellow - to the Sun-Centre or Solar Plexus Centre. There is reason to believe that the Lagu Centre contains both the elements - Water and Fire.

As the 'Son' this centre equates with Ingwe/Ingui; as the Son of Njord he is associated with water, but as the Divine Hero he is associated with the flame and with fire. Ingwe can be seen as Agni of the Vedas - Fire from Water. Here we have the links between Fire and Water, both held at this centre.

When we consider certain key points within our runic-lore we find this recurring pattern of 3-4 - Spirit-Matter. The following are clear examples -

- There are 3 Aettir in the Common Germanic Futhark; there are 4 Aettir in the Ar-Kan Runes.
- There are 3 Graal-Runes in the Ar-Kan Runes - Calc/Stan/Gar; there are the 4 Hallows in this system - Cweorth/Calc/Stan/Gar.
- There are 3 'cauldrons' in this system; there is a hidden 'cauldron' represented by the colour Yellow.

This even comes into biblical lore with the Four Horsemen of the Apocalypse, where we have Black, Red, White and Yellow; the latter, Yellow, is the 'pale horse' associated with 'death'.

White Horse - a Crowned Bowman.

Red Horse - Swordsman.

Black Horse - Scales or Balances.

Pale Horse - Death.

Red and Yellow make Gold! This is the 'Alchemical Gold', the end-result of the alchemists journey.

The Heart-Centre is the centre associated with the emotions, with true (Aryan) compassion, and with love. The symbol of the heart is really the female buttocks and genitalia hidden in one symbolism; in the case of 'love' an arrow passes through this heart. In the *Dream of the Rood* we find the *Krist* pierced by arrows reflected in Beowulf where Herebald is pierced through with arrows. Herebald is, of course, Baeldaeg. Let me just look at the name Bael-Daeg, which means -

Bael - this can mean 'Light' and also 'White',

Daeg - 'Day'.

This we have - *The Light-Day* or *The White-Day*, the 'Light-God' or 'White-God' who is also known as *Pol* or *Pal*, names associated with the 'pole' and with the *Polar Mythus.* Also associated with the symbolism of the Heart and Arrow is the god Wali, Son of Woden. The Son of Bael-Daeg is known as *Brand* a name linked to 'Fire', to the 'Fire-Brand', and to the 'Sword-Blade'.

In the Chakra System the 'Heart Centre' is named *Anahata* which is said to mean 'unhurt', 'unstruck' or 'unbeaten', or so it would seem. This name is not very far from the Iranian Goddess known as *Anahita* or in full *Ardvi Sura Anahita.* She is the goddess associated with the waters and the source of the Cosmic Ocean. Her association with water is underlined by her chariot being drawn by four horses - wind, rain, cloud, sleet. She is the 'Source of Life' and associated with Venue and the Eight-Rayed Star or 'Veneris' (Serrano). In Armenia she is known as *Anahit* and she is the Goddess of Sovereignty.

It would seem quite obvious that consciousness does not exist merely in the human brain; indeed, since there are so many cases of 'out-of-body-experiences' and 'near-death-experiences' logged down for us, consciousness exists outside of the human body. It seems to interact with the brain and also with the heart. The ancient peoples knew that consciousness exists to some extent in everything.

The term 'heart' in some way connects to the 'earth'; moving the first letter - 'h' - to the end produces 'earth', here we have a subtle connection (*). Connecting

this to Ingwe and the Inga-Fire we have the word 'hearth' which is made up of both 'heart' and earth'. At the side of the 'hearth' is the Inglenook (Ing-le-nook). Ingwe and Fire are connected through this; and the Golden Boar is symbolic of this Solar-God or Solar-Phallic God.

(*) This I got from a *55 Club* work which linked this idea to the 'Beginning and the End', and the 'First and the Last'.

In the Chinese system there are three 'Dan Tiens' - Lower, Middle and Upper; these are the Energy-Centres of the body, or rather, Energy-Centres linked to the human body -

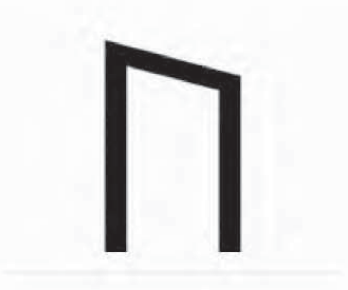
Lower Dan Tien - *Jing* which is the Source of Energy.

Middle Dan Tien - *Qi/Chi* which is the heart area, associated with thoughts and emotions.

Upper Dan Tien - *Shin* which is associated with consciousness and spirit.

Here we can actually see a link with our runes since the Lower Dan Tien is the 'Source of Energy' whilst we use the Ur-Rune for this - Primal or First, i.e. the 'source'. The Middle Dan Tien is the heart-centre and it is here that the 'thoughts' and 'emotions' stir the Chi-Force (Vril) into motion. The Upper Dan Tien is the realm of Spirit, of Od/Wod - the Realm of Odin.

The Runes UR and YR



The Ur-Rune has the basic meaning of *Aurochs* which is the 'Ur-Ox' or 'Primal Ox'; this was a massive beast with horns that could reach up to 12ft long. You can imagine the power of such an animal. The *Aurochs* represents the primal nature of the wilderness, the 'Moor-Stomper' as the Old English Rune Poem calls the beast. This is a very primal power, and a chaotic power such as that found in the 'stampede'.

The rune itself means 'primal' which means 'first'; this is the *Rune of Origins* which refers to the source of something. The glyph is said to be that of the horns of an ox or bull; the stave also looks like the body of the ox or bull, which may have been where it derives from.

The above is an alternative, although the ur-glyphic symbol was probably like an upturned 'V' rather than as the stave above. This is the symbol of the *Primal Mountain* and is a male symbol as opposed to the 'V' shape itself which is female. The Sacred Mountain is *Mount Me-Ru* or *Mount Su-Me-Ru* either of which we use within Folkish Wodenism.

It has been said that the stave represents a 'doorway', probably due to the shape of it, though this does seem to need a bit of imagination to see it for one. The Ox or Ur-Ox is an 'earthly' beast, and like Taurus the Bull it has associations with the Earth. This rune represents the *Lower Cauldron* of the ALU-ULA Exercise, which is Bodn or 'Earth'.

The rune is a rune of strength and power; it is a powerful healing-rune in ite own right. Meditating upon the rune will aid in strengthening one's self-discipline and Will-to-Power. The Primal Bull has associations with Rudra-Shiva, which underlines its chaotic, wild nature; it is a rune of the wilderness, of the Primal Wilderness. Use the rune when doing strength-training. In order to feel this power it is necessary to retire into the wilderness at times, to get out into the wild, windy, wet, cold wilderness and to 'feel' its power.

The alternative meaning of 'drizzle' refers to the misty realm created by the coming together of the Primal Fire and Primal Ice. This is the realm of the *Mist Hunter* and in Celtic Lore we find the figure of *Gwyn ap Nydd* - 'Gwyn - Son of the Mist'; Gwyn ('The White One') is the Wild Hunter-God that we know as Woden. Gwyn-Wyn-Gwydion-Wydion-Woden - they are the same archetypal Hunter-God and Magician-Poet.

The stave also represents the 'Path of the Fire-Serpent' in that the long upright stave is the *Spinal Column* along which the Fire-Serpent rises; the stave going across is the path of the Fire-Serpent over the crown of the head; the shorter stave is the final movement to the *Mind's Eye* or *Third Eye.* This can be found on the famous *Sutton Hoo Mask* where the Serpent moves from the neck, over the head, to the *Mind's Eye* where it meets with the Eagle-Swan-Winged Serpent. The whole thing represents the transformation of the Serpent (Earth-Mortal) into the Winged Serpent-Eagle (Divine-Immortal).

The Ur-Rune also features in the English Yr-Rune, as shown below -

This rune is made up of an Ur-Rune within which is an 'Irminsul' which can be more easily seen in a variant where the inner cross-piece goes straight across and not at an angle as here. Here the Ur-Rune seems to be used in its original form and meaning of 'Primal' in that the 'Irminsul' represents the *Three Royal Lines of the Angles* - Wolsungas, Wulfingas and Heardingas. This is an interpretation used solely within Folkish Wodenism and the Ar-Kan Runes. The Yr-Rune also represents Ymir and the Primal Sound - YM (pronounced as UUUM, as in 'I-UM-inous').

The Armanen System and Norse Systems use the above rune for YR; both the Norwegian and Icelandic runes refer to either the Yew-Tree of the Yew-Bow. The Old English Rune-Poem also suggests (to me) a Yew-Bow, and the glyph itself also suggests the same. The use of the bow on horseback is clearly stated in the OE Rune-Poem, or at least suggested if the meaning is that of a Yew-Bow. The YR-Rune shown here is also a glyph of a bow and arrow, when turned onto its side. In the Ar-Kan system the above is the Calc-Rune whilst the top glyph is the Yr-Rune. Times change, technology changes, and the above 'bow and arrow' becomes a 'nuclear warhead' in modern terms of warfare - the symbols remain

the same. Just as the 'Ministry for Peace' concerns itself with war in Orwellian terms, so the 'Peace Movement' uses a warlike symbol as its prime symbol.

The Hagal-Rune, shown as the 'snowflake' version below, is made up of the 'Life-Rune' and 'Death-Rune' -

But it is also the case that the Haegl-Rune of the Ar-Kan Runes can be split into two Ur-Runes, one above the other -

The same is true of the Hagal-Rune of the Common Germanic Futhark, which has only one cross-stave. The stave shows - UR-RU. In both cases there is a fusion of opposites into a wholeness. In both cases there is the union of male and female into a wholeness - a Sacred Marriage. There is also a link between the meanings of Ur (Drizzle) and Hagal (Hail); the latter is frozen rain or drizzle.

The difference in sounding UR and YR is quite simple; UR is sounded at the back of the throat, whilst YR is sounded at the front of the mouth. This, I feel, is the way that they could be sounded, but this is just my own idea on the subject. Thus UR is deeper and more 'primal' whilst YR is a shade higher in pitch.

The father of Bor is Buri, and the name 'Buri' is given to a Primal Beast, often the Bear, Boar or the Wolf depending upon cultures. B-Ur-i is a Primal Being, the First

of the Gods. His name contains his essence - 'Primal'. He is the 'First of the Gods'. His origins lie in the *Primal Ice* which also produced the *Primal Being* Ymir. It was Audhumla, the Cosmic Cow or Cosmic Mother, that licked the Ice and freed Buri; at the same time her milk fed the giant Ymir. Ymir represents the Primal Material from which the worlds were formed by the Gods - Woden, Will and Weoh.

B = The Creation - Birth.

UR = Primal.

I = Primal Ice - the forming material from which Buri emerged.

The son of Buri is Bor and the names appear to mean the same; he marries Bestla ('Best Blood' according to Vargs Vikernes); this couple produces Woden, Will and Weoh, the Triple-Godhead. We have the sequence 1 - 2 - 3 which appears as such in various traditions, each giving birth to the next. In fact, we would perhaps be better stating this as 0 - 1 - 2 - 3 since the starting point is really with the Void - Ginnungagap.

The Thorn Rune

This rune-stave is called *Thorn* in the Old English Rune Row and *Thuraz or Thurisaz* in the Common Germanic Futhark and Elder Futhark. There are thus four distinct meanings we can get from this rune -

1. It is a *Thorn of Protection.*

2. It is the *Sleep-Thorn* and the *Thorn of Awakening.* The 'Sleep-Thorn' concept we find in 'Sleeping Beauty' and 'Dornrose" (Thorn-Rose).

3. It is the *Thurs-Rune* which is the rune of the Thurs, the 'Giants', the Agents of Chaos.

4. This is the *Hammer of Thunor* which can be seen if the 'point' is placed downwards and an upright stave placed on the top of it.

There are more meanings than this but these will be the subject of this post; they are enough to give an idea of the meaning of the rune-stave. We shall now go through the above meanings -

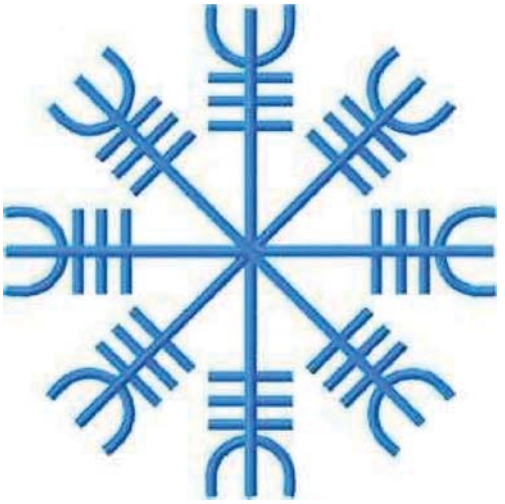
1. *Thorn of Protection.* The thorn, whether of the rose, the briar, the hawthorn, the blackthorn or whatever is a protective device for the plant or tree. The symbol is thus one of protection, especially passive protection although this is a rune used for active protection too. The hawthorn is especially used to protect the boundary of a home or hamlet - a tribal boundary. Invariably, a Solar Hero has to get through a hedge of roses or thorns in able to get to the 'maiden in distress' - his *Higher Self* in mystical terms.

2. The *Sleep-Thorn* and the *Thorn of Awakening.* "Sleeping Beauty" is put to sleep by being pricked with a thorn or a spindle; she is pricked with the *Sleep-Thorn.* Sigdrifa or Brunhild are put to sleep by Woden pricking her with the *Sleep-Thorn.* This is the basis of the "Sleeping Beauty" tale anyway, and she is the 'Higher Self' of Sigurd the Wolsung. This seems clear when Sigurd betrays her (even if the fault was not his own) by marrying another 'earthly' queen. His luck ends there and from then on he is doomed to die. They are united after death though. The *Thorn of Awakening* is that which awakens the individual or the Folk; sometimes it takes suffering to awaken people and this is perhaps the meaning of the rune. No pain - no gain! A people sometimes need pain and suffering to wake them from their slumber and apathy. There is another, hidden, meaning in this concept because Sigdrifa is 'pricked' by the *Sleep-Thorn* to be awoken only by the Sun-Hero who has to pass through the *Vafer-Flames* to get to her. There they are 'united' as one, and the hidden code may be that she gives birth to Aslog ("Law of the Asen") through their union - through being 'pricked' by the *Thorn.*

3. The *Thurs* are something like the Joten and sometimes the names seem to be interchangeable. In Christian times these were seen as 'demons' or 'evil beings' and we find the same with the Joten, though sometimes some of them (especially the Giantesses) aid the Gods. In both the Icelandic Rune Poem and the Norwegian Rune-Poem the *Thurs* are deemed a curse to women. No reason is given for this idea. In the Icelandic Rune-Poem *Thurs* is linked to Saturn; this is interesting in that the Germanic Tribes did not name a day of the week after Saturn, they called this day 'Sun's Eve'. There is also a strange thing about our 'Thursday' which is named 'Thurs-Day'; originally this was 'Thunor's Day', named after Thunor-Thor. I am not sure whether the modern 'Thursday' is a simple corruption of the original, or whether the day was deliberately altered, as was our 'Saturday". The Aryans were always the *Sons of the Sun*, whilst only the Judaic Religions - Judaism, Christianity and Islam - appear to have symbols dedicated to Saturn.

4. The *Hammer of Thunor* is the Hammer of Creation, the Hammer of Destruction, and the Hammer of Protection. Thunor is an offspring of the Thurs-Joten and the strongest of the Gods; his role is the destruction of the 'Giants' in order to uphold Cosmic Order and World Order. Or rather, we could say Thunor upholds Cosmic Order by keeping at bay the Forces of Chaos (Giants), whilst the role of the Arya is to uphold World Order here in Midgard, their role to keep these Forces of Chaos at bay on Earth - or rather to counter the Servants of Darkness as we shall call them. Thunor's destructive powers are there to destroy the enemies of the Gods in order to uphold Cosmic Order. The Fylfot-Swastika is the *Hammer of Thunor* in flight. After the Ragnarok the Hammer of Thunor will change direction to become the *Hammer of Creation.*

Someone once wrote that the Thurs-Rune has the power of the Atomic Bomb, as such being a very powerful symbol of destruction. As the 'Cursing Rune' this could have a ring of truth in it, since it has been used to curse. Whether this is so or not the symbolism of the stave shows it to be very, very powerful since both the Powers Above (Heavens) and the Powers Below (Earth-Underworld) are fused into one powerful force sent out from the centre - from the 'thorn'.



I have shown before how the AEgisjalmr ("Helm of the Terrible One") can be seen to be made up of eight Thurs-Runes pointing towards the eight directions - the staves each with three cross-staves, the three being a code for the Third Rune - Thurs. There are also eight Tridents, a trident being made up of three points; this again emphasises the Number 3. This rune, as I showed, is a rune of active protection, throwing its force outwards in all directions to counter a 'curse' or 'spell' or any other force that threatens. The Trident is the Symbol of Rudra-Shiva and of Woden-Odin.

'Third' is also a name used of the "Triple-Godhead' and also of *Trita* whose name means 'Third'. Trita is the 'Dragon-Slayer' of Aryan Mythology, he takes the role of Thunor in the Hindu Lore. The power of the *Thorn-Rune* is also associated with the Dragon-Slayer or Serpent-Slayer - the 'Serpent of Evil'. We can see from these various meanings how this rune contains its 'meaning' and its 'polar opposite meaning'. As do all of the runes. We see in our Northern Mythology how like can only counter like since opposites conflict and are fused as one to create something new.

The Runes & The Tree

We call the 'Cosmic Tree' by the name *Yggdrasil* - the *'Steed of Ygg';* it is also known as *Irminsul* - the *'Column of Irmin'.* Despite sometimes being seen as different these two are merely Saxon and Viking concepts stemming from the same roots. They are both symbols of the 'Cosmic Tree' and the 'World Tree' one working at a cosmic level, the other at a world level. The 'White Tree' is also

symbolic of the White Race, another point to consider when studying this are of research.

In the Tarot Card named *The Hanged Man* the figure of a man hangs upside-down from a Tau-Cross (T-shape). This is a living tree (not the dead tree on which 'Jesus Christ' hung) as can be seen from the green shoots from the cross-piece. The figure also has a 'halo' suggesting 'enlightenment' and his body makes the shape of a Cross above a Triangle. Whether Woden hung upside-down we do not know and are not told specifically. All we are told is that he peered downwards before crying out and picking up the Ancient Runes.

However, there are strange accounts, and many of them, suggesting that the 'World Tree' is itself upside-down with its roots in the heavens and its branches in the underworld. What we are to make of this I do not know, but there are also strange traditions here in England (and probably elsewhere too) that have places named 'Upper.....' below places named 'Lower.....' In the Eddas the roots are said to come from 'above'. This is also the case in the Aryan Vedas, the oldest texts in the world.

Trees on this earth grow upwards from their roots which are in the soil; so where does this image of an upside-down tree come from. It is possible that here we have a representation of the *Cosmic Tree* rather than the *World Tree*, although by the Hermetic saying 'As Above - So Below' these should be the same. However, some Vedic scholars do believe that this is a representation of our universe.

The human body is a 'World Tree' in microcosm, and here was can see that when we place the Ar-Kan Runes along the spinal column they move from the top down to the bottom, from Feoh at the top down to Gar at the bottom. This is the only logical way that they will fit into the pattern of the human backbone which works as 7-12-5-5-4, the last 9 being the fused vertebrae of the sacrum and coccyx. There are 24 of the vertebrae apart from these which fits exactly with the 24 runes of the Elder Futhark. Thus, the runes move downwards within the human body, at least if we use them as they have been laid down to us.

But....the second vertebrae from the top is called after Atlas, the god who held up the world. And the one rune which itself shows a glyph of Atlas is the Edel-Rune, which if we use this system would be down at the bottom of the spinal column, not at the top. However, were we to reverse the first 24 runes and go from bottom to the top then the second from the top would be Edel, the 'Rune of Atlas'. In doing this we would either throw the whole thing into disorder, or we would have to use the first 24 runes in the reverse order and the last 9 runes in their normal order.

However....if we see the human body as being like the Earth, with a Northern Hemisphere and a Southern Hemisphere then things change. The electro-magnetism of the Northern Hemisphere is anti-clockwise (as seen by the growing movement of runner beans up a cane and the movement of water down a plughole), and that of the Southern Hemisphere is a clockwise movement. If this were projected onto the human body then there is a case to see the top part of the body being opposite to the bottom half. In which case the reversal of the runes makes sense. We would need to place the centre of the body around the 'navel', which is a word that refers to a 'centre'. We could, of course, project this idea onto the World Tree and Cosmic Tree.

If we imagine this process then the 24 runes of the Elder Futhark (Feoh to Daeg) could be seen to move upwards, ending at Daeg - which suggests 'balance' and 'enlightenment'. This makes a good deal of sense. The Widdershins Swastika is the 'Swastika of Return' (Miguel Serrano) and being anti-clockwise this would mean a return to the roots. If the 24 Runes move upwards - towards the roots - again this makes sense of all this.

The runes in the new rune-row given to us in 2012 are, as I have often stated, made up of at least 11 runes with an directional arrow pointing either upwards or downwards. I have on a couple of occasions pointed this out as being significant,

but not knowing why this is so. Perhaps we have here a hint at 'polarity' and even the reversal of the poles which happens every so many thousands of years - we are told. This was also part of a dream that I had years ago, and was sparked by a meditation on the Tiwaz-Rune before going to sleep that night. The Tiwaz-Rune is an 'arrow' or 'spearhead' - a directional marker.

The particular rune of interest here is in fact the AEthel-Rune which has the Germanic Ing-Rune (Diamond - which also occurs in the Edel-Odal Rune but with an upward-pointing arrow below it) and a downward-pointing arrow underneath it. This, to me, now suggests the Earth (diamond) whose electromagnetism is reversing at the poles. This may indeed be the meaning of the change in this rune-stave. These are changes for the future I may add.

We are told by establishment scholars that the extra nine runes of the Old English Runes were added onto the original twenty-four runes of the Elder Futhark. However, Marby and others have seen the 33 Runes as originating in At-al-land, the lost lands of the Dogger Bank area. If so then these are the Elder Runes. Either the Anglo-Saxons brought with them the 33-rune row, they developed the extra 9 runes over here, or the 33 Runes originated here, were taken over to what is now Frisia, Northern Germany and Southern Scandinavia, and were brought back again in later times. This seems to have been the movement of the Ingwaeones, so logically it could also be the movement of their Holy Rune Row.

In the *Dream of the Rood* we find the secrets of the Rad-Rune or Rit-Rune where the *Hero-God - Krist* - hangs upon a 'Bleeding Tree' topped by a luminous Sun-Wheel. The tree represents the Cosmic Tree which is 'bleeding' (like the Cosmic Krist) because it is wounded, it has been wounded by the Dark Forces. The tree has been wounded by 'arrows' just as the Sun-God Baldaeg was (in some accounts) wounded with arrows. ***(*)*** The 'Sun-God' is here the *Hero-Krist* who hangs upon the Bleeding Tree. The Anglo-Saxons held a far truer account of the Cosmic Cycles of the Ages when they recognised what this 'dream' or 'vision' actually referred to. This is a far better account than that of the New Testament which has been 'doctored' to suit the agenda of a power elite.

The figure of the *Aryan Krist* hanging upon a Bleeding-Tree can be understood through the Rad-Rune. This rune shows an upright stave (Stone Pillar or Tree Trunk) with a zig-zag pattern of blood flowing down it. The zig-zag pattern is found in the reversed Sig-Rune which forms part of the Rad-Rune, attached to the upright Stone Pillar or Tree Trunk. Sig is thus linked to the idea of the 'Blood on the Pillar' or the 'Bleeding Tree' and forms the symbol of that Holy Blood. If we

see the Rad-Rune as a glyph of the God-Man on the Tree, then he hangs in the upright position and not inverted; at least that is what it seems to be, though we cannot be sure. In every rendering of 'Christ' on the 'Cross' the figure is upright, and this usually bears some resemblance to the original *archetype*.

This type of *Shamanic Ritual* (which it is) is usually an *Initiation* and in this case a *Sun-Initiation.* The figure hanging upon a Bleeding Tree, in suffering and pain, is the *Sun-Initiate* who has to suffer in order to reach a stage of higher consciousness. This is reflected upon Earth through the pain and suffering needed for our Folk to reach a higher stage of consciousness. Woden's Initiation ended with his peering downwards, crying out a magical formula, and then 'seeing' the runes and their secrets. These secrets, we may imagine, were held within the World Tree or Yggdrasil.

The Rad-Rune is also known as the Rit-Rune - the Rune of Cosmic Order or Rita. Thus, the 'Bleeding Tree' represents a 'wound' in that Cosmic Order, a 'disorder' that has entered it. The *Hero-God* must also suffer this 'disorder' or 'wound' in order to ***see*** what is involved, to ***see*** how this has come about. Before he can be revived and brought back all of Nature must weep tears of sorrow, must experience itself this suffering of the Cosmos. The world must pass through *Fire and Flood* before it can be renewed whole once more.

At one level the 'Bleeding Tree' is the *White Tree* which represents the White Race and its suffering today. This has come about by evil Dark Forces that seek the destruction of our Folk; yet we should see this not in negative terms but as a challenge, as a struggle for survival, and as a means to overcome our human limitations and rise to the Divine, rise to the heights in order to become the 'Higher Man' - the 'Superman'. It was the struggle of the Ice Age that kept pure the Folk of the North; only in such harsh conditions could the Northern Barbarian survive and hold on to his purity of Blood and Spirit. In areas further south intermixing destroyed everything that had been built in the ease and comfort of the warmth and easier climate. In the harsh, cold, wet northlands this people remained true to their roots, to their blood and to their kin.

Unlike Buddhism we do not see suffering as such a problem, and we do not wish to leave the 'Wheel of Suffering' but to see this as part of our upward evolution towards the God-Man. The aim is not to be dissolved back into 'The One' but to achieve the uniting of the opposites (Male-Female) but to pass beyond this where the 'I' remains and becomes the ***Absolute I***. The Sun-Initiate would create his own 'Son of Man' and thus achieve immortality, become immortal, a God-Man. In

the Golden Age mankind was like a child, this process will be the adulthood of mankind - to grow into the God-Man.

In the Old Testament (taken from earlier Aryan sources as well as Semitic) there are two trees - the *Tree of Knowledge* and the *Tree of Life*, the latter being the *Tree of Immortality* which, as it states makes man become 'as gods'. This is the tree denied to us by El Shaddai/Jehovah, but the tree offered to 'him that overcometh' by the Krist of the New Testament. Notice that immortality is offered to 'him that overcometh' and not to those who have 'faith' - its is for the few who struggle against all odds.

LUWA-TUWA

This is a runic formula often quoted in runic books without knowledge of what it means. When we split this and use as a gealdor - **LUWA** - we find that the sound merges into **ALU** with the 'W' becoming silent. This has to be done over and over again until this happens. The same goes for **TUWA** which, when done over and over, becomes **ATU** with the 'W' becoming silent once more. When done together the sound **ALU-ATU** becomes clearer as the chant is repeated. Thus, no matter the spelling of this word the sound comes out quite differently. The ***IE Root *at-al*** stems from one root of the Tocharian *at-al* where *at* means 'over', 'beyond', 'super' and *al* means 'nourish', 'to foster'. This suggests a 'noble fostering' and goes beyond this to the *Superman.* Both of the components of the ***IR Root *at-al*** are contained in **AL(U)-AT(U)**. ***(**)***

The *ALU-ULA* formula has to fit onto the World Tree as *Mount Su-Me-Ru* which is the human spinal column. The trunk of the tree and the mountain are both symbols of the same thing - the spinal column. Whereas the *Roots AL/UL* refer to 'Light' the *Root *at* can mean 'to go' but is also related to **atar* which means 'fire' in the sense of 'blackened by fire'. This is associated with the Fire-Worship of the Aryans of Persia and India. The ALU-ULA is used as a spiritual exercise in Folkish Wodenism and is linked to the three Energy-Centres of the human body, and thus the three Energy-Centres of the Cosmos. These would be connected to the World Tree.

It is known that the Heart emits 5,000 times as much electro-magnetism as the human brain; thus the Heart-Centre (Lagu) is a powerful source of human consciousness, associated with the emotions rather than the logic of the left-brain. Legend has it that before 'The Flood' the Serpent climbed the World Tree

but only reached as far as the Heart-Centre; it must continue its climb until it reaches the top of the World Tree. It thus moved from **Ur** up to **Lagu** and must now reach to the Gods **Ansuz** who are the 'Ancestors' and thus the 'Origins' - by moving upwards to the heights we have to move downwards to the origins.

The Daeg-Rune fits with the head since it appears to be a glyph of the right-brain/left-brain function which centres upon the Third Eye or Pineal Gland. The two hemispheres of the brain are found in the one glyph and balancing them is also inherent in the rune. This brings the 'Light of Day' or 'en-light-en-ment' or 'illumination'; the body is made up of water in the main, but scientists have already found that cells emit light and that there is thus a 'Body of Light' within our make-up. The *White Tree* is the 'Tree of Purity' to which we all should strive towards. The tree is also symbolic of a wholeness too, again something that we need to strive towards. The *Aryan Tree* will be the *Aryan Race* - the Coming Race.

(*) *The god slain by arrows is baeldaeg since in Beowulf we find Heathcyn (Blind Hod) slaying Herebald (Here-Bealdaeg) with arrows. We find a similar symbolism in the slaying of King Edmund by the Vikings - Edmund the Wulfinga.*

(**) *This idea of chanting the LUWATUWA comes from Paul Waggener of the Wolves of Vinland and Operation Werewolf but I have extended it to show how it fits with our work on the ALU-ULA Formula. Credit must go to Mr Waggener for thinking this one up though. His idea does explain the use of such a formula and also its link to 'ALU' which at first is not clear in the LUWATUWA runes. Since the formula is indeed etched in runes it would be logical that the individual runes are as important as the formula itself. Especially since there is no 'logical' meaning of the runes here.*

Analysing the formula - LUWATUWA - this would not work without the 'A' being after LUW and TUW; indeed, having just said that the words LUW and TUW are very much like Lugh and Tiw which are both gods associated with the ***Light,*** *one with Woden (Lugh) and one with Tiw. There are many hidden meanings in this formula as we are beginning to see. Woden and Lugh are associated with the World Tree.*

Initiates of The White Stone

Following from *At-al-land & The Book of Enoch* on the Inglinga Blog I am going to continue the theme through a look at the Ar-Kan Runes, the system we use

within Woden's Folk. This runic system derives from the Anglo-Frisian Rune-Row which was developed in Northumbria and Frisia, two areas on opposite sides of the Dogger Bank area where At-al-land once stood as a continent. Is it a coincidence that this rune-row is the only rune-row that has hidden within it the Mysteries of the White Stone?

Within this rune-row are the two consecutive runes *Calc* and *Stan*; these runes mean 'chalk' (white) and 'stone' making - White Stone. But this goes even further when we look at an alternative version of the Stan-Rune -

This is the rune-stave that I have decided to use now within the Ar-Kan Runes since it is important in that it does contain these Ancient Mysteries. The message here is clearly - *The Stone of Ing* - since we have the Stan-Rune ('stone') within which is the Ing-Rune. It contains far more runes than this, which I have outlined before in another blog, but I will look at some of these here -

- The Man-Rune and its reflection - thus the secret is held within Aryan Man which is the true meaning of 'Man'.
- The Eh-Rune and its reflection, together with the Germanic Ing-Rune at the centre; this represents Hengest and Horsa - the Horse Twins - and the White Horse Stone which is the 'Birthplace of the English Nation'. The White Horse Stone is also called the 'Inga-Stone', it is also symbolic of the 'Stone of Ing'.

- Two Beorc-Runes facing each other, symbolic of regeneration, resurrection and the Dawn-Time.
- The rune-stave contains the *Sword of Ing* within the *Stone*; this comes through into the Arthurian Legend (Legend of Arctur which is the original Hyperborean Legend associated with Arcturus and Bootes).
- There are twin Lagu-Runes and their reflection; these represent the waters ('Lac') where the Broken Sword is taken to be mended by the Sun-Hero, Sigurd.
- Two Wyn-Runes and their reflection - the Wyn-Rune being symbolic of Venus, and twinning them being the Mystery 88.
- The essence of this rune is harmony, bit also the idea of a 'reflection' from one world into another. 'That which is above is like that which is below'. The Daeg-Rune and its reflection suggest the reflection of the Heavenly Light into an Earthly Light.
- The Ing-Rune is the Kan-Fusion version as opposed to the Ur-Fusion in the Gar-Rune - a very subtle but important difference. The Kan-Rune is the Rune of Fire, the Rune of the Serpent, the Rune of the Khan.

One of the tactics used by the Counter-Initiation is to break the Eternal Chain that links us to our Ancestors; this is where the 'Celtic' stuff comes into play because it breaks up the link between the English Tribes and the Germano-Celts who already dwelt here in these islands. The *Thule Mysteries* which were already present in these islands was taken up and incorporated into the Old English Runes, especially the 33 runes of the Anglo-Frisian Futhork. These were, as we have seen, the Mysteries of the White Stone - the *lapis exilis* or 'Stone of the Exiles', i.e. the Divine Race 'exiled' from their Original Homeland of Thule-Hyperborea after the 'Racial Sin' and the catastrophe that followed this. Wherever the 'exiles' moved they took with them the 'White Stone' - the Blood Memory or the Memory of Ing.

The *Armanen* have been traced through the history of Germany; the Saxon High God was Irmin, Ermin or Arman, whose name was drafted onto one of the main trunk-roads of England-Scotland - Ermine Street. Ireland or Erin both contain the roots Ir or Er, and the latter was said to stem from 'Aryan'. This was the 'Land of the Arya'. Like the Armanen the *Initiates of the White Stone* seem to have been a Druidic Priesthood, more of a Hidden Order really; they passed their secrets down through the Holy Runes and the Tree Alphabet (Ogham, which is more of a code than a Magical Alphabet). The *Initiates of the White Stone* would have been the survivors of the sinking of At-al-land; the stone circles, cairns and cromlechs must have been built in very ancient times, disused for some time and then

reused once more by the descendants of the builders in order to revive the Ancient Mysteries.

From what we know it would seem that when these islands were isolated somewhat they developed their own unique system to preserve the Ancient Mysteries and that those who did so were associated with the *White Stone.* This was symbolic of the 'Blood Memory' and also of 'The Pure' (a name later given to the Cathars). The drawing of the Sword from the Stone may be, at one level, symbolic of the gaining of the Ancient Wisdom from the White Stone.

The Four Hallows - Cweorth (Sword), Calc (Cup/Chalice/Cauldron), Stan (Stone) and Gar (Spear) - have an interesting sequence. The first and the last - Cweorth (Sword) and Gar (Spear) are the weapons associated with the Graal Mythos, whilst the two central runes - Calc (Cup) and Stan (Stone) represent the Graal itself in its two different versions. We can see that the Calc-Stan sequence means 'White Stone' and this represents the Sang Real or 'Regal Blood' and thus the 'Blood Memory'. The 'Gift of Ing' is the Blood Memory.

I mentioned Newgrange in the last Inglinga post and its connection with Ingwe as AEngus; another title of AEngus is Macc Oc or Macc Og, the 'mac' meaning the same as 'ing' - 'son of'. This AEngus is the 'Son of Og' or 'Son of Ygg' which is significant. In the Irish tale *The wooing of Etain* we find this tale and a significant part where the foster-father of Macc Oc, Midir, loses an eye. One of the main legends of Macc Oc directly parallels the wooing of Gerda by Ingvi-Frey. A figure known as *Ingcel* appears in an Irish Legend about the Midwinter; he is described as a *one-eyed warrior.* These tales about a ritual death at midwinter where the main character is engulfed in flames and dies in the feasting-hall can be seen as *Archetypal Myth.* The death of the Wotanist - Robert Matthews - clearly fits this Aryan Myth.

The myth mentioned above can be found in both Celtic and Germanic Mythology, and are thus Germano-Celtic Mythology, both peoples being the same Germanic stock. The following can be found in Snorri's Y*nglingatal* -

- *King Visbur's sons burn him in his hall.*
- *Solvi burns King Eistyn in his hall.*
- *King Ingjald burns six district kins in his hall.*
- *King Ingjald burns King Granmar and King Hjorvarth in their hall.*
- *King Ingjald and his daughter burn themselves in their hall.*

The *Ynglingatal* is the 'Tally of the Inglingas' and it is through these Northern European people - the 'Sons of Ing' - that these stories have come down to us. We can find confirmation in the figure of Robert Matthews whose own *archetypal myth* fits with the Midwinter Tale - the burning of the hero within the dwelling-place. The Middle-English tale of *Gawain & The Green Knight* stems from the saga of CuChulainn where the 'Beheading Game' is played; and this itself is the Myth of Odin and Mimir, where Odin cuts off the head of Mimir ('memory') in the same 'Beheading Game'. This is Germanic Myth throughout, and the essential link between the different areas and these legends is - Ingwe, AEngus, the Inglingas and the White Stone which represents the Ancient Mysteries of At-al-land and the Blood Memory.

In *The Lay of Hyndla* found in the *Poetic Edda* we find the following verses -

'A Skjolding who, a Skilfing who,
(An Othling who), an Ylfing who...'

and later -

'Thence the Skjoldungs, thence the Skilfings,
Thence the Othlings, thence the Ynglings...'

These names are related by the scop telling the genealogy of Ottar; the names 'Ylfing' ('Wulfingas') and 'Yngling' seem to be interchangeable - the Wulfingas and Inglingas being the same people, or at least the Wulfingas are Inglingas. The basis of the Ingwaeones is *Sacral Kingship* where the Sacral King is the 'Son of the Mother'. This seems to be associated with the Waene-Cults and is very ancient in Northern Europe; scholars have misunderstood these peoples as being 'Celtic' and thus the 'original' peoples of Europe, whereas the Myth of the First War may well contain hints that the Waene warred with the AEsir from the East and these peoples fused together as the Germanic Folk. This is perhaps one understanding of the myth.

The true founding of the Folk-Nation of the English only came about through the West Saxons who traced their lineage back to Woden, and even further back to Scef-Ing. I have mentioned throughout this of a Hidden Order of Initiates such as the *Armanen* which surface again and again at important times in order to guide their Folk and alter the course of their history - thus guiding their unique evolution. It is thus significant that the area of the West Saxons was held by

peoples known as the Gewisse and Hwicce, both names meaning *Wise Ones*. Names are not given for nothing, and always have a meaning to them, and the name *Wise Ones* suggest 'seers' and 'philosopher-priests' who hold the keys to the Ancient Mysteries. In the porch of the Sussex church dedicated to Andrew and Cuthman we find a 'tombstone' said to be that of AEthelwulf, father of King Alfred which has two 'Templar-Crosses' on it. The West Saxons must have had some links to the area of Steyning.

The 'Gift of Ing' is the Sacred Blood and the Blood Memory, but it is also Sacral Kingship - the Line of the Sang Real. This seems abundantly clear from the 'Gift of Ing' as Ken - the Rune of the Khan, the Rune of Sacral Kingship. The 'stone' has always been associated with kingship, as seen through the following -

- The Rightful King has to take the Sword from the Stone.
- The 'Stone of Destiny' which sounds when the Rightful King is crowned.
- The King's Stone found at Kingston in Surrey, where the English Kings were crowned.

The Sacral King is the 'Son of the Mother', hence why the 'Mother' image has been suppressed over the ages, thus hiding the true nature of Sacral Kingship. Frey and Freya are brother and sister, but also husband and wife; this is always connected to Sacral Kingship. This is also associated with the Morning Star - Venus - and to the Waene/Vanir-Gods. The 'fertility' element is connected to both Man and the Land, one being linked to the other in the Mystical Link between Blood and Soil.

It is certain from all accounts that these Ancient Mysteries were passed into the growing Christian Church, a ploy, no doubt, that was made in order to hide them from destruction. They could hardly be destroyed when they were part of the new order; they were held safely since the Christian Church did not possess the keys to these Mysteries. It is the 'keys' that open the doors to wisdom; this is perhaps where Peter comes in, for he has the 'Keys to Heaven'. It cannot be coincidence that his name means 'rock' or 'stone'.

Sacral Kingship was something that needs to be understood, and this can be done through looking at Frey and Gerdr. Frey is the God, Gerdr the Earth - a Giantess. This is important since the Sacral King seen in many cases through the Northlands is married to a Giantess, thus creating the fusion of Order and Chaos, though he is really neither. Woden has the giantess Grid, from whom we get Wid-

Ar. The Sacral King, as shown through Ingvi-Frey, is married to the land, known as 'Sovereign' in some cases. The land, the king and the people are one and the same - a harmonious wholeness. The Sacral King was initiated into the Hidden Knowledge, the Ancient Wisdom, and was thus a 'Seer'. The Sacral Kingship depended upon *konigheil* or 'The King's Luck' which was the *heil* and *maegen* held by the King. This is a very ancient concept since it fuses the roles of Priest (Woden) and King (Tiw). They were also attributed 'supernatural powers'.

One of the best examples of such are the Merovingian Kings who originated in the Sigambrian Franks, and were clearly the Wolsungas of Germanic Mythology. They were 'sorcerer-kings' with 'healing powers' and their tribal symbol was the Tribal Spear - the Spear of Woden. Crystal balls and other such magical objects were found in their graves. We find this to be so with King Raedwald of the Wuffingas whose ship-grave had magical objects such as a Whetstone and a Magical Wand with a wolf's head, as well as other objects that could be related to magic.

We are far from totally understanding the nature of the 'White Stone' and the Hidden Order of Initiates, nor the whole of the links between these ideas. Somewhere there is a 'missing link' waiting to be found; the key lies in Ingwe as the Divine Ancestor of the English and his association with At-al-land and the 'Shining Ones'. It also lies in the 'Blood Memory' which is our dearest possession, as the Armanen knew and did not tire of telling us. The 'Blood Memory' is not only diluted through mixing, but also distorted through differing Race-Memories through this mixing, a far more dangerous thing since it introduces falsehoods into the Racial make-up.

One of the enduring legends of these islands is 'King Arthur', a figure who has been used and distorted over and over again. He is most certainly linked to the English originally when we consider him as Arctur, associated with Arcturus in Bootes. He is originally part of the most ancient Polar Mythos connected to the Great Bear ('Arth Fawr') and to Draco (Pendragon = 'Head of the Dragon'). The Seven Stars of the Great Bear and the Seven Stations of the Pole Star relate to his original Hyperborean Myth. With the changes that occur through the Cycle of the Ages he became part of the Solar Mythos where the Twelve Knights of the Round Table, plus Arthur, make up the 12 + 1 numerology of the Solar Mythos. The first is *Hyperborean* and the second *Atlantean*. With Arthur (Ar-Thor) we find the Sword in the Stone, but we also see him as the vital link between the Hyperborea and Atlantean Mythos.

Arthur, in some sense, is the continuation of this, the link between the First Polar Centre and the Second Atlantean Centre, the shift from the North to the North-West. Yet, when we consider this figure from that point of view, and not the Christian Arthur of Welsh Legends, then we peel away the outer skin to find Scef-Ing or Ingwe. Ingwe forms the link between the Polar Mythos (as Scef he clearly comes at the end of a Golden Age), and the Atlantean Mythos (as At-al-land). Although Arthur has been heavily promoted, and used over and over again for the agenda of power-hungry tyrants, the figure of Ingwe appears over and over again throughout these islands as a kind of 'Hidden God'. As much as scholars try to create a human figure out of Ingwe or Ingvi-Frey, underlying this is a Divine Hero whose origins lie with the Gods. In fact he is one of the 'Shining Ones' who were probably demi-gods, but their origins laying with the Gods who mated with Man.

Scef originated in Scandi - the 'Shining Island' or the 'Isle of Splendour' - which was the *White Island* of Aryan Myth. He came at the end of a Golden Age, bringing hunting and agriculture to the Ingwaenes. He appeared in a dragon-ship or swan-ship (most see the latter as being the true vessel), with the Sun-Disc on its sails. His 'resurrection' happened on August 11th 1999 when the Solar Eclipse brought back to life the 'King of the Angles'. Connected to Bootes he is 'The Coming One', and here we see his 'resurrection' being the role of the 'Once and Future King'. Like much of our Aryan Mythology the Legend of Ingwe has been overlaid with the Legend of the Celtic Christian Arthur. Ingwe-Arcturus has been transformed into 'King Arthur'.

It can be no coincidence that our English Mythology and English History is now coming to light through the lies and deceit that have distorted it. This is due to the *Resurrection of Ingwe.* Nor is it a coincidence that the *White Stone of Ing* and its mysteries have surfaced again at this time. The nature of the stone in the church at Steyning is not of local stone; at first it was my thought that it may have come with the Anglo-Saxons from elsewhere, and we have seen how there are links to both North Wales and Ireland through the 'White Stone' symbolism.

In the Ar-Kan Runes we have the symbolism of the *White Stone of Ing* (Calc-Stan) guarded on both sides by the Sword of Tiw and the Spear of Woden - the 'Sword of Victory' and the 'Spear of Destiny'. In Tolkien's Mythology the first lands were named *Beleriand* in the Far North and when this sank there was a continuation into Numenor-Atalante where the kingship was through the High Race of the Numenoreans whose name started with Ar-. This is the origin of the name Ar-Thur, for Ar represents the Solar Race. This continued into Ara-Thorn (Ar-Thur) and then to Ara-Gorn whose role in 'Lord of the Rings' is well known.

That the prefix ***-ara*** symbolised the Sun and the Solar-Race is clear when the Armanists used the title **Arahari** as the Sun-God.

We will go back to the name 'Og' which is shown to be a variant of 'Ygg'. In Norse Mythology 'Ygg' is an older name of Woden-Odin, as we are told in the texts. And where we use the name *Ingwas* for the Rune of Ing, the Goths use the name *Yggws*; could 'Ygg' and 'Ing' be one and the same? The Greek 'ing' would be written 'igg', which seems to underline this statement. Since 'Ygg' is the older name, and we find the name 'Og' here in these islands, then it is quite possible that the name stems from the time of At-al-land since Tolkien has it that Ingwe led the tribes back here to these islands. Ogma - the Sun-God, -and the Ogham Code come from this name too. I have shown that the name Woden and Gwydion are both associated with 'magic' and also with the 'forests' (Herne the Hunter). Significantly, we find the name Og here in England and Ogma in Ireland, and links have already been found between these two nations in ancient times. And the links between the English, Scots and Irish seem to be via an ancient god-form named Ingwe-AEngus (there is a variant of Ingwe as Ingus). We know from one source that the 'God of the Goths' was Ingwe; it is found carved on an piece of jewellery.

We have the names *Jutland* and *Gotland* in Scandinavia, the latter being pronounced 'Yot-land'. These may well be variants of the same names of the ancient Goths, just as the Geats are also considered to be the Goths. The Goths are perhaps the most ancient in name of the Northern Tribes. Their name is related to both 'God' and 'Good', and the title of Odin as Gaut tells us that he was 'God of the Goths'. The name 'Og' seems to give rise to the later 'Ogre' which was probably due to the Church and its twisting of the truth. Whatever the case we do have grounds to see in this 'Og' an older name for Woden here in these isles.

It is also significant that the Anglo-Frisian Rune-Row has a significant numbers of trees, two of these being added through the last AEttir -

Thorn	-	Thorn/Hawthorn/Rose,
Eoh	-	Yew,
Sigel	-	Willow,
Beorc	-	Birch,

Ac - Oak,

AEsc - Ash,

Yr - Yew (Bow),

I have left out Ken which can have the meaning 'Pine Torch' but this is not strictly stated in the OE Rune Poem. Feoh has been related to 'Fir' but again this is not stated. Sigel is (as Runebinder pointed out) *salix* related to the Sun, and to this rune. The staves of Feoh, Os, Ken and Eolhs do resemble a tree in some form, especially if they are written back-to-back. The last three - Ac-AEsc-Yr - included in the lengthened English Row must be significant.

There is a link between Ior (Serpent), Ear (Eagle) and Cw-eor-th (Fire-Twirl); just as there is a link between the last three runes - Calc (Cup), Stan (Stone) and Gar (Spear). There was a link between the Irminsul (Ear), the Serpent (Ior) and the Stag in Dorset, where legends of this have come down to us. These links seem specific to these islands.

Wotan's Krieger has pointed out that the 33-rune row may have been the earlier row, and both he and I have quoted Marby about the connection to Atlantis (At-al-land in Folkish Wodenism) which Marby stated many decades ago. He also knew of the area of the Dogger Bank which has only just been the subject of archaeological studies again. When we find one of the Fourth AEttir - Ear or Cweorth - in the rune-stances of the Horn of Gallehus this proves their magical use at some level, and also that the extra runes were not added later, but had been there as the *Mysteries of At-al-land*. Like the *Graal Mythos* they originated here in North-West Europe. There are three specific symbolic figures shaped like the Cweorth-Rune - the Long Man, the Herne Giant and the Atacama Giant in Peru (Peru was the seat of the Inkas or Ingas).

When 'St. Patrick' went to Ireland he 'slew all of the serpents' which some of the gullible may believe; others may see this as 'slaying' the Serpent-Cults, just as 'St. George' slew the Serpent-Cults here in England.

Such symbols as the above could well represent the Four Elements - Earth, Air, Fire and Water. But four dots would do to symbolise this; the four 'legs' come from a central point - the Sacred Centre - which suggests a Fifth Element. The secret of the *White Stone of Ing* suggests that the 'Gift of Ing' is ***Fire***. Within us is the *Divine Spark* ('Light of the Gods') which is probably the same as saying 'The Kingdom of Heaven is within'. This is the *Serpent-Fire.*

The *Serpent* moves over the crown of the head, meeting at the centre of the forehead (Mind's Eye) with the Swan/Eagle/Dragon. The 'Irminsul' (nose-piece) is the *ond-weg* which is the 'Way of the Vital Breath' (ond). The secret here is that the *Fire of the Serpent* has to be 'fanned' through the use of the rhythmic breath (air) in order for it to become a 'Flame' and thus 'illuminate' the body of the Initiate. The Woden Initiate is 'enlightened' through this process, he becomes a *Body of Light.* This *Fire* acts to purify the body in order that it can become enlightened, just as Surt's Fire will purify the Nine Worlds.

In order to understand the *White Stone* we should also bring into play the Calc-Rune, which is the Yr-Rune of the Younger Futhark and the Armanen Runes. This is usually called 'The Death-Rune' and it may well be the rune associated with the 'Death Mysteries'. However, the name *calc* is Latin and not Old English, so it has been added into this for some unknown reason. It is the stem of 'chalk' which is a 'white stone'; but chalk is also associated the movement of water within the

Earth. We find many of the 'crop-circles' occur in chalk-lands in the South of England.

I have associated the Calc-Rune with Kalki; Hamasson has seen this as being linked to Kali too. One does not rule out the other; in fact Kalki and Kali are themselves linked in Hindu Lore, and each rune has its equal and opposite meaning. The irony is that 'Kali' is black whereas 'calc' means chalk which is white. There are subtle hidden secrets here. We are here interested in the 'White Stone' so we need to unravel this paradox. Logically, since this is a 'cup' or 'chalice' it should be the upright version - Eolhs - and not the inverted one as it is. This suggests the cup being poured, and we find this image in the Age of Aquarius with the 'water-bearer' who is seen pouring water from a vat or container. But if this represents the 'Graal' then it is pouring out the 'Sacred Blood' (Sang Real). We shall come back to this theme.

When we speak of *Blood Memory* we must beware not to think that this is a physical connection to blood alone. Many scientists believe that the mind resides in the brain, but if we are to believe in some form of life after death this is totally impossible. And when ancient seers sent their souls out of their bodies they were sending out their consciousness, which obviously does not rely wholly upon the physical form but can leave it at will. So consciousness does not reside in the human brain. Everything is consciousness, the cosmos is like a 'Great Thought' and not a machine as science taught us. Quantum Science is finding this to be true.

Both the Chalice and the Stone have associations with the Graal; there is also the *Philosopher's Stone* of the Alchemists, which seems to be associated with immortality. The key to all this seems to be that the term 'White Stone' is the link to the Graal Mythos; if right then the Runic Initiates that created the Old English Rune-Poem hid within it the key to the Graal Mythos. They hid it by changing the rune-name to *calc* which symbolised 'white', putting this next to *stan* which means 'stone'. Around these two they hid the 'Graal Weapons' - Sword and Spear. In the last rune - Gar - they gave away the secret that the Spear of Woden (Spear of Destiny) was associated with the Graal Mythos. The 'White Stone' could well be a hidden code for a Hidden Order that operated here in these isles. The first rune of the Fourth AEttir is *ac* meaning 'oak'; is this a coincidence since it is the tree associated with the Druids, and even more of interest is that it is the tree associated with the Royal House of the Wolsungas, who did represent an Elite Order - a Divine Race spawned by Woden in the forests of Germania.

As Hamasson has pointed out time and time again *stan* was once used as a 'marker-stone' or 'boundary-stone' and the boundary is a point of *liminal space* since it is neither in nor out of a territory. Hence why Woden was associated with the boundary and the crossroads, both having the same properties. The names Hindu-stan, Paki-stan, Afghani-stan, Khazak-stan and all of the other areas with the suffix '-stan' show this clearly - it is an ancient Aryan word. The fact that this is a point of 'in-betweenness' is important, since this stone can represent this particular state - in both the physical world and the spiritual world. The stone is 'open' like a doorway or a portal into another world; the opening is 'guarded' by Ingwe (Ing-Rune). The Twin-Horses (Eh-Runes) are the means of travelling between the worlds, and Ingwe is the 'portal' at the centre. As I have shown in posts from way back, the Divine Twins are associated with Ingwe in a subtle way.

There is a faint image of a horse on the White Horse Stone or 'Inga-Stone'; the stone is connected to the burial of Horsa ('Horse'). Throughout these islands we have the White Horse, the White Boar, the White Dragon, the White Rose and the White Stone, all of which are interconnected in the Web of Albion - the White Island. Albion - Alban - Albania - these are all interconnected names, all stemming from the ***Germanic Root *alb*** meaning 'elf' or 'shining', and all also meaning 'white'.

The figure of Irmin or Arman is always shown with the symbol of the White Rose of Albion. The Irminsul was erected by the Saxons in Germania; the White Horse is a specifically Saxon Symbol. The problem is that we do not know whether the White Horse originated in what is now Saxony or whether it came from here in these islands originally - or maybe even back to the time before these became

islands. The same goes for the White Rose. The Rose is in fact the *Fehm Star* or Five-Rayed Star, this symbol being derived from the rose shape. The five-pointed star is also found in the apple cut into halves - it is a symbol of the planet Venus for one thing. The rose can also be a symbol of Venus.

As I have stated, the Ior, Ear and Cw-eor-th runes are connected and the Serpent is an important symbolism here. The 'Dragon-Ships' of the Vikings is a clue to the importance of this symbol to the Germanic Folk. The English also used such symbols on their ships, so it is recorded. The Saxons came across the seas with their sails bearing the *Golden, Winged, Coiled Serpent of Germania*, as told in the Mabinogian. We shall be looking more closely at the Serpent Symbolism which was used extensively in these isles, and may have a link to the *Initiates of the White Stone.*

Fe-Fi-Fo-Fum : Jack & The Beanstalk

Jack & the Beanstalk -

Jack is sent to market with a cow which he has been told by his mother to sell, because they are poor. On the way Jack meets a man who has some *Magical Beans* which he swaps with Jack for the cow. You can imagine how his mother felt when he got home, and he got a scalding and the beans were thrown out of the window. In the morning Jack got up to find a beanstalk that had emerged from the *Magical Beans* and this reached right up into the skies.

*The **Cow** is the basis of the Feoh-Rune and here it is, like the rune-meaning in its basic form, the means of barter or exchange, in this case for money. The 'Magical Beans' represent the 'seed' which will grow into a 'ladder', a means to get into another world.*

Jack climbs up the beanstalk (in an anti-clockwise spiral which is the way they grow) and at the top comes to another world where dwells an Ogre. Jack steals the ***Golden Hen*** that lays the **Golden Eggs**.

Gold is symbolic of the Sun, and the Golden Hen and Golden Eggs are symbolic of the Solar Knowledge. The anti-clockwise spiral tells us that he is climbing up the 'ladder' into another world or dimension. These are thus not physical objects at all, they are symbolic of the Ancient Solar Wisdom.

A second time Jack climbs the beanstalk and this time steals the **Golden Coins** which the Ogre guards.

Again, the Golden Coins are a solar symbolism, and as within the meaning of the Feoh-Rune these represent the 'fee' or an 'exchange' of forces. This 'exchange' can be linked to this Solar Wisdom through the 'Blood Memory' which is 'exchanged' throughout the Folk-Soul of a Race.

For a third time he climbs the beanstalk and this time steals the **Golden Harp** that plays on its own; he escapes, chased by the Ogre, and when reaching the ground cuts the beanstalk and the Ogre falls to his death.

The Golden Harp symbolises sound; this is the basis of the ancient Aryan Science of Sound which was used by the Solar Race in very ancient times. Linked to this are the Holy Runes, which are here chanted by the Ogre -

"Fe Fi Fo Fum, I smell the Blood of an Englishman,

Be he alive, or be he dead, I'll grind his bones to make my bread."

This is a Runic Galdor based upon the Feoh-Rune, one which we would use within the Ar-Kan Rune-Lag as ***Fa-Fae-Fe-Fi-Fo-Foe-Fum*** *since we use the seven-note chant linked to the Polar Mythos. The mention of 'The Blood' increases the meaning linked to the 'Blood Memory'. The 'grinding' links the Ogre to the Sacred Centre and to the World Mill.*

At the end of all this it turns out that the Golden Hen that lays Golden Eggs, the Golden Coins, and the Golden Harp were all the property of Jack's Father, and they were stolen by the Ogre. This is the Primal Aryan Myth as we can gleam from the links back to it -

- The Cow - "Cattle" as in the rune-meaning in its basic form.
- The Gold - Which was later substituted for 'cattle' as the means of exchange (in the Norse Rune-Rows).
- The *Three-Fold Initiation Rite* which is hidden within this 'children's tale'.

In the *Primal Aryan Myth* the cattle belonged to the *Arya* and were stolen by a *Three-Headed Serpent Ngwhi* who was not of the *Arya*. The *First Warrior - 'Trito'* ('Third') conducted the first *Aryan Cattle-Raid* after seeking the aid of the *Warrior-God* whom he offered the Soma. He himself was fortified by the Soma. ***(*)*** 'Third' set forth to find the Serpent, slew him and released the cattle. This is retold in the tales of the 'Dragon-Slayer' who slays the Serpent-Dragon guarding the Gold-Hoard. The 'Gold' has replaced the original 'Cattle' - the Old English Rune-Row retains the original form of the myth since it is based upon 'Cattle'.

Within this idea of 'cattle' and of 'gold' also lies the idea of the Fertility of the Folk, and links to Ingwe (Frey) whose name can mean 'groin'. The rune-name suggests *fecu* (in the southern areas where the Aryans settled this is *pecu*) which is the root of 'fecundity'. The ***Aryan Root *fu*** means 'to beget', 'to produce' and we get our phrase 'fuck' from this root - it is an Old English form rather than the long-winded Latin 'fornicate' or such terms. (It is strange how all of these Old English terms have become 'crude' terms and used merely for swearing.)

There is also another meaning to the Feoh-Rune which is *feorh* which is related to 'life', 'soul', and 'spirit'. This refers to the ***Flame of Life*** which again is symbolised by the Gold the Solar Flame of the Arya. The Old English *fah/fag* means 'colour', 'radiant' or 'bright' and is connected to this last idea. Ingwe is the High Lord of the Elves or 'Shining Ones' ('Radiant Ones'). He is also Inga - the Fire-God equivalent to Agni of the Vedas. Another *archetype* in the same type of essence is Hama-Heimdall who is a Fire-God and who regains the *Solar-Fire* (Brisingamen Necklace) from Loki the Joten. Agni's Fire is 'Fire from Water' which is possible since water is made up of Hydrogen (an explosive) and Oxygen (a gas). Water contains the elements of Fire and Air. Earth

The twin staves coming from the upright-stave are said to be the 'horns' of the cattle; this is true in this sense but when you place this rune against its reflection this forms the *Horns of the Stag* - again a link to Frey, and in this case also to Herne the Hunter. We can see in this short English Tale that the original meanings of this rune have been retained, and these overlap both the Old English (Cattle) and the Norse (Gold).

In this simple tale we can find the basis of the Ancient Mysteries, for indeed this Solar Knowledge was stolen by the Counter-Initiation; we find this throughout our history and everywhere that the Aryans settled and kept these Ancient Mysteries. These were stolen by the Joten and the Servants of Darkness, and the Gods and

Arya had the task of getting them back. 'Trito' is indeed Thunor who battles against the Serpent in order to regain the Ancient Solar Wisdom. The 'Serpent' here is symbolic of the Joten - the 'Serpent of Evil'

These Ancient Mysteries can be found in the *Horns of Gallehus* as I have shown before; here we see a Three-Tailed Serpent (same symbolism) and a Three-Headed Thunor ('Third') holding an Axe whilst the other hand tethers a Goat. Thunor is a continuation of the ancient Axe-God. This is in fact significant since the Axe-God formed an important part of Frisian Lore. The connection of Thunor to 'Third' is in the Thorn-Rune which is the Hammer of Thunor at one level. The glyph of the Thorn-Rune itself is that of the most ancient *Stone Axe of the Arya.*

But there is far more to this rune, for it is the *Rune of Primal Fire* the Creative Spirit of Life. This secret can be found in the ***Root *feorh*** and also in the simple rhyme used by Gandalf in *Lord of the Rings* -

From the ashes a Fire shall be woken,
A Light from the Shadows shall spring;
Renewed shall be blade that was broken,
The Crownless again shall be King.

The *Rune of Gandalf* is Feoh, and he himself asserts that he represented 'Fire' and the 'Secret Fire' when he faced the Balrog in the Mines of Moria. Gandalf possessed the *Ring of Fire* which was called *Narya the Great* (N-Arya). When encountering the Balrog in the Mines of Moria Gandalf exclaims that he is the *'Servant of the Secret Fire, the wielder of the Flame of Anor'.* Gandalf is clearly associated with Fire, and in the rhyme we find the following -

- Fire bursting forth from the ashes.
- A Light springing forth from the shadows.
- The Broken-Sword reforged.

- The 'Once and Future King'.

Feoh is the *Primal Rune* associated with the *Primal Fire*; as 'cattle' it represents the 'stampede', which itself is symbolic of the *Wild-Fire* that consumes everything with its fury. This indeed is the *Rune of the Teuton Fury*; the rune associated with the Wod-Freca or *'Wolf-Fury'.* In this sense it is chaotic and uncontrollable; it bursts forth in a frenzy of destruction; destruction is needed for re-creation.

This is linked to the Ur-Rune which is that of the Aurochs, the mighty Beast of the Wilderness - the 'Moor-Stomper'. This is the strength of this force, the Ur-Force or Primal Force. The ***root *aur-*** is 'gold' and here is a subtle link between these two runes Fe-Ur. This also is connected to the F-Ur-y, to the *Teuton Fury* and to the *Wolf-Fury.* Adding the connection with the Cattle-Raid and Thunor the first three runes are linked together - Fe-Ur-Th. These are the Forces of Creation and Destruction - they are the Primal Forces. The term *Flame of Anor* is important since this breaks down into *An* ('Master') and *Or* (Ur); which suggests that Gandalf wields the Power of the Ur-Rune as the 'Servant of the Secret Fire'.

The 'Balrog' is the Dragon-Serpent which Gandalf does in fact slay after a long battle tumbling into the centre of the world. Gandalf himself is 'slain' but he is 'sent back' (by the Gods) to finish the task he was set on Middle-Earth. The original title of Gandalf ('Elf of the Wand') was 'Mithrandir' with obvious links to Mithra/Mithras, who was a Bull-Slayer which again links us to the Ur-Rune and Feoh-Rune both linked to cattle.

The moral of the story of 'Jack & The Beanstalk' is that the individual who wishes to gain the Solar Knowledge has to struggle to do so against overwhelming odds. Here Jack struggles with the Ogre who wishes to slay him; as with many Aryan Myths, the Ogre's wife (The Giantess) aids Jack in his quest. Jack has to rely upon the feminine (inherent in the rune itself Fe-Oh) to get what he wants. Now, this is also symbolic of the unconscious-mind which is the 'female' side of our human make-up. Jack has to use this side of the brain (Right-Brain) in order to get into this 'Other World'. There is also a subtle word-play on 'Og-re' since 'og' is related to 'seeing' ('to ogle').

As I said before we also have a link to the World Mill and to the 'Miller' through the 'grinding' threatened by the Ogre. The phrase 'The Blood of an Englishman' is important since it does suggest the link to the Blood-Memory, and also a hint of the Ing-Rune which is the 'Rune of the Blood' and 'Rune of the Blood-Memory'. The importance is hinted at when we recognise that one does not 'smell the blood' so there has to be a hidden meaning within this phrase.

The Feminine Principle emphasised here may be further hinted at when we consider that *Fa* (Fa-ther) is left out; but we should not make too much of this because if it were put in the rhythm would not be right in the poem. But it is important to recognise this as being a state of consciousness and a polarity. It has been said that the 'bean' was associated with Mars, the Roman War-God, and the case is that it is usually a war that is waged to get back the Ancient Solar Knowledge.

The term given to the *Ring of Fire* - Narya - can be seen as being made up of ***N - Serpent*** and ***Arya***, and these are linked together in ancient times as can be found in so many texts relating to the Solar-Race. The Letter 'N' is a glyph of the 'Serpent' and was used as such in ancient times; so is the Letter 'S' and the Letter 'Z', the last one being the Serpent 'lying on its belly'. The Serpent is invariably associates with Fire and the 'Fire-Serpent'; we see this in the Fire-Dragon. Tolkien was a very clever scholar and studied these ancient legends so he may have done this deliberately.

N-Arya thus fits very nicely with this argument since we are here dealing with the Primal Fire and the Primal Element of Fire. Ashes (Spark) - Flame (Fire when fanned with Air) - En-light-en-ment. There is also a hidden meaning in the 'Broken Sword' since this follows from the earlier symbolism (not found in Tolkien) of the Sword in the Tree -

- The Sword in the Tree - the Nyd-Rune which is the Sword (cross-stave) and the Tree (upright-stave). When the Sword is pulled from the Sacred Oak Tree is becomes the I (The Ego) which is made whole again.
- When the Sword is broken this is once more 'broken' and the reforging of the Sword represents the 'wholeness' regained once more by the Sun-Hero.
- This Reforged Sword is the symbolism that makes the Sun-Hero what he is destined to be - The World Haeland or World Saviour (Chakravartin).
- The Sword in the Tree is the *Need of Ing* ('Nothung') in the *Ring Cycle* of Richard Wagner. This also represents the *Blood Memory* which is awakened as the Sun-Hero awakens to his Divine Mission.

The Arthurian Legends are based very closely upon this Wolsunga Myth since there are two swords wielded by Ar-Thur - the Sword in the Stone and the Sword in the Lake. This has much the same meaning but one sword, broken and reforged, has become two swords, each from different elements - Earth and Water. In Wolfram von Eschenbach's 'Parsifal' we find the theme follows the original Germanic Legend of the 'Broken Sword' but which is renewed by the Waters of Lac. There is a really powerful symbolism in the piece based around this, but that does not concern us here.

The Element of Fire is needed to reforge the Broken Sword, and this is an important point to consider. The 'Fire of the Forge' is usually seen connected to the Ken-Rune - Rune of the Fire-Serpent. We should consider the links between certain runes and their connections to Fire -

- The Ken-Rune is the Rune of the Fire-Serpent.
- It is the Rune of Sacral Kingship.
- It is the Rune of Knowledge.
- It is the Rune of the Smith and Metal-worker.

These are also connected to each other in the poem of Gandalf; the *Ar-Kan* is the Solar Fire. Gold is Light - Gold is Fiery - Gold is the Sun. The Solar-Race of ancient times is the Race of Fire. The Solar Knowledge was held by the ancient Solar-Race and was stolen by the Joten as we find in so many myths. This is also apparent in the stealing of the *Hvarena* by the 'Turanians' (Joten) in Persian Lore, the *Hvarena* being the property of *Ardvi Sura Anahita* (Freya) and the *Aryan Nations*. Obviously, the *Aryan Nations* were the rightful owners (like Jack's father) of this Solar Knowledge and had the right, and the duty, to take back what was theirs.

That the 'Ogre' is linked to the World Mill tells us that this is linked to the *Sacred Centre* which is the aim of all Initiation Rites, to link back to this *Sacred Centre.* This 'mill-wheel' is also made up of three levels as is the Sun-Initiation hidden here. The World Mill is associated with Waendal (Mundilfore); he is the 'World-Turner' or 'Wheel-Turner' - the Chakravartin. As I stated before, Jack cannot achieve this alone and needs the aid of the *Giantess* - so many 'Giantesses' (Joten) appear in the myths as married to the gods or as aid to the gods.

Feorh is the 'Flame of Life' and thus represents the 'Divine Spark' within; the 'Spark' that has to be fanned (with Air) in order to burst into Flames (enlightenment) and thus creating a Fifth Element. Fire is symbolic of transformation which is why the body of the Arya is cremated in order to affect this transformation into Spirit. The body is 'let go' to allow the Spirit to free itself from its earthly bondage, to go to Valhalla where it awaits the hour when it needs to be resurrected to undertake the next stage of the Eternal Struggle.

There is also another subtle link between the Feoh-Rune and the Ken-Rune, and that is the 'conifer-tree'. This is named after the production of 'cones', as the name suggests. The Ken-Rune is the 'Pine-Torch' which shows clearly in the rune-stave used in the Ar-Kan Runes. The link to the Feoh-Rune could be that 'Feoh' suggests 'Fir' and the Fir-Tree, which is also a 'conifer'. Both runes are linked to *Fire* and both thus to the *Cone*; the Ken-Rune, being 'pine' is linked to the Pineal Gland, which opens much like a pine-cone, and which confers communication with the Gods and Elves etc. Also, both woods burn brilliantly and quickly, but give off 'sparks' which suggests the 'Divine Spark' mentioned earlier.

Just like the tale of 'Jack and Jill' this children's story contains more wisdom than held by any modern 'expert' and 'scholar'. 'Jack and Jill' stems from the tale of Hyuki and Bill and their association with the Moon; 'Jack and the Beanstalk' holds the memory of the Aryan Myth of the Cattle-Raid and the Secret of the Solar Knowledge. The 'hen' is in fact a subtle play-on-words for 'Ken' and links to the Ken-Rune in this way. The key to the hatching of an 'egg' is 'fire' in the form of the heat that incubates the eggs. This is not in itself a 'fertility' symbol at this level, but the force needed to bring life into being. It is the 'Virile Fire' needed to hatch the eggs and form the new life. The word 'coins' is a subtle word-play on 'cones' again, and creates the link between Feoh and Ken. The *tree* symbolism also connects us to the Sacred Centre, to Yggdrasil and Irminsul - in this case the Fir-Tree and the Pine-Tree, trees of the Northern Lands. ('Fir' = 'Fire').

In Greek 'Fire' becomes 'Pyr' as Fehu becomes Pecu; the 'p' replaces our 'f'; the pyramid is the 'Fire in the Middle' which is related to the triangle-shape of these objects. It may be that the name 'pharaoh' hides the element of 'Fire' ('pyr') and the use of the Serpent on the headdress links to the ideas on the ancient Solar-Race. No-one has yet come up with the meaning of the 'Fire in the Middle' of these pyramids. The unique shape of the pyramid has something to do with this that is not clear yet.

There is also the link to the *Spiral Force* of the widdershins movement of the beanstalk. This is the movement of 'growth' upwards, and is widdershins due to the polarity of the Northern Hemisphere. This is why the Swastika turns widdershins in the Northern Lands. All of these Ancient Secrets are held within a simple child's tale.

(*) *The Soma is associated with the Moon and with the subconscious mind; here again we see the link to the Feminine Mysteries. The tale of 'Jack and Jill' is based around this Lunar Mead which Jack gets in a pail and falls over and spills it. There are so many old tales which were once told to children but which today (by our more 'enlightened' generation) have been tossed aside in the fervour to recreate everything in the 'Image of the Beast'. All of this Ancient Solar Wisdom is ignored and rampant egoism eggs them on to change everything to suit their own warped mentality. These old tales, the sayings and proverbs and all of the ancient myths are Eternal Truths.*

1. Note: *The Feoh-Rune is featured on the blogsite* ***Mimirsbrunnr*** *which has a link on the* ***Heathen Folk-Community Blog*** *which co-ordinates the Wulfinga Blogs.*

2. Note: *The terms* ***feorh*** *('life', 'vigour'),* ***firgen*** *('mountainside') and* ***furh*** *('fir-tree') are said to be linked, according to Steve Pollington, quoting North.* ***Firgen*** *is the Norse* ***Fjorgyn*** *who is the 'Earth Mother' and Mother of Thor. This seems to connect the rune to the 'Earth Mother'. There is also another saying, from the AEcerbot -* ***'fira modur'*** *- which means 'Mother of Man'. Here 'fira' is the 'wera' or vira', this originally meaning 'hero' but later used of 'man' as a whole, it would seem.*

The Ar-Kan Runes - The Fourth AEtt

AC - 'Oak'.

The oak-tree is the tree of Wotan, Thunor and the Wolsunga Royal Line; it is also the tree of Herne the Hunter and Robin Hood. Now, the name 'Herne' seems to be used here in these islands and is not used in Germania and Scandinavia. That does not suggest that its derived from a Celtic 'Cerne', since the two names could have been used here in these islands, side by side, since Germanic Folk and Gall-Celtic Folk made up the ancient tribes of these islands. Both 'Herne' and 'Cerne' mean 'horned' - the 'Horned One'.

Bracteates such as the above, from Sweden, show a 'horned' figure ('Solar Horns'), as do figures shown on the *Horns of Gallehus* -

Here we see figures with what seem to be 'Goat's Horns' of some species of goat; the runes above this show it clearly to be Germanic, and this uses the Elder Futhark.

The oak-tree was specifically sacred to the Germanic Folk because of its strength, and thus symbolic of 'inner strength' too. On a physical level, a sea-faring people would venerate such a tree since it was used widely in ship-building. Thunor is the God of Strength, and thus his association with the Oak-Tree.

On an esoteric level 'Ac' refers to the A-corn or Ac-orn; this has always been seen as a 'phallic symbol', symbol of male virility and fertility. 'Corn' refers to a 'seed', and thus to the blueprint of life, held, awaiting new growth through a new burst of strength and energy.

In the traditions of Sumeria, Babylonia, Mesapotamia and Iran we find depictions of a god-figure standing in the Ac-Rune Stance, as above. The figure above shows one of the Divine God-Men who came after the Great Flood (note the 'bucket' he carries) being the bearer of new civilisation and rebirth after catastrophe. Here, he holds a 'Pine-Cone' symbolic of the Mind's Eye or Third Eye, associated with the Pineal Gland. This rune has associations with certain god-forms like this and although this proves nothing it does show that it could relate to the time of the sinking of At-al-land.

AESC - 'Ash'.

The above drawing is of the Iranian God - Ahura Mazda - shown here as the 'Winged Globe' and using the Os-Rune Stance. He holds the 'Ring of Power'; in some depictions of this figure he holds a 'Rod of Authority' and the 'Ring of Power'. Clearly, the stance is that of the Os-Rune, the rune that has been substituted for the Ansuz-Rune of the Elder Futhark.

The names *Os, Oss, As* all mean 'god' but seem specifically to refer to the 'God of the Pillare', since they also mean 'column' or 'pillar'. This refers to the fact that the Gods uphold World Order and Cosmic Order. The Os-Rune and the Ansuz-Rune seem to be the same, although 'Ansuz' has been seen to be associated with *Ahnen* - Ancestors. This can be explained since, as the *Prince of Asgard*, Woden is the *Ancestral God*, and this is his rune; indeed the Old English *Os* gives names such as Oswald, Osmund, Oswin, Osgar, all of which could relate to Woden and this rune.

The AEsc-Rune is the same as 'Ansuz' but the name suggests that this rune is there to symbolise the 'First Man' (Aesc). The 'First Man' was created by Woden, Willa and Weoh from the AEsc-Tree or Ash-Tree, as the rune-name suggests. It does not refer to the god-force but to man, descended from the god-head.

Since we find that it is the Os-Rune shape that shows the 'god-figure' as Ahura Mazda - 'God of Light' - then this suggests to me that this could be in its original place in the Futhark, and that the Common Germanic Futhark fused the two runes together to mean both 'god' and 'ancestor' - a logical conclusion that then omits the need to see why the Os-Rune 'replaced' the Ansuz-Rune in the First AEtt, and the AEsc Rune had to be 'added' later. The two distinct and separate meanings were held in the two runes, which were later fused into one rune within the shortened 24-Rune Futhark.

YR - 'Yew-Bow'.

This is linked to the Eoh-Rune which has the meaning 'Yew'. But this one is also Ymir - 'The Sounding One' - and thus the basis of the Rune-Mantra 'YM' which is pronounced 'UUUMMM' and thus related to OM or AUM. The glyph is that of the Ur-Rune beneath which is the Irminsul - the Ur-Glyphic Irminsul. It is also the 'Holy Mountain' or 'Sacred Mountain' - Me-Ru.

The term 'yew-bow' suggests power, energy and force, since this is the force that 'sends' the arrow on its path. The Eoh-Rune gives the ***IE Root *aiw*** which means 'life-energy', 'eternal force' and 'eternity'. These are thus connected through this 'Life-Force' and the Yr-Rune is the energy that releases something, a 'sending' force.

The glyph in its ur-glyphic form shows the Ur-Rune (Holy Mountain) beneath which is the Y-shape which is symbolises the *Three Tribes of Woden* - the Wolsungas, Wulfingas and Heardingas. These are the 'Three Tribes of Anglia' or 'Three Crowns of Anglia' being the Royal Lines of the Angles. When the 'trunk' of the rune is lost (in this ur-glyphic form) this rune becomes the *Ang-Rune* which represents the 'Royal Lines of the Angles' too.

There are variants of this rune with an Is-Rune or a Gyfu-Rune underneath the Ur-Rune.

IOR - 'Serpent'.

This is the Midgard Serpent - Ior-mun-gand. Attempts have been made to link this to other animals due to the Old English Rune-Poem which mentions this as a 'river-creature' but we have to understand that these things contain hidden and esoteric meanings, and the Midgard Serpent lives under the waters. Indeed, some serpents move through water too.

The 'Midgard Serpent' - at one level - can refer to the tectonic plates which move beneath the waters, causing floods, tidal waves and tsunamis. This is just one level but is an important one because, at Ragnarok all of the Forces of Chaos are let loose upon the world in a final War against the Gods. The Midgard Serpent moves out of the water onto land, which can be taken to mean some form of tidal wave or tsunami that floods the lands.

The form of the glyph is a Gyfu-Rune upon the Isa-Rune, very much like the 'Snowflake' Hagall-Rune, but the Gyfu-Rune (X) is higher up the stave, which may

have some significance. The glyph reminds me of a 'windmill' but there is nothing to suggest a connection within the rune-poem, although we cannot rule that out.

'Before the serpent curled itself round the trunk of the Tree of Paradise it lived in the liquid depths beneath the roots of the tree. Then, like the spine of a man which rises up from the dark and sensitive regions of his waist towards the freely moving upper torso, the Serpent stretched itself up to the upper branches, where its pale, cold skin could be warmed by the Sun. In the secret depths from which it emerged it enjoyed a type of elemental power and pleasure, but when it encountered the force of the Sun it seemed to recoil and expand at the same time. The result was a conflict of light and darkness, for the force of the Serpent is both liquid and frozen; it poisons and it deifies. Some call the poison of the Serpent, God; others call it Immortality.'

'The Serpent of Paradise' - Miguel Serrano.

Don Miguel Serrano is an Armanen Master and here we can gain a glimpse, through his wisdom, the Mystery of Ior. The Serpent originates in the waters, just as the rune-poem states, it arise upwards towards the Sun, and there it glimpses the Conflict of Opposites - Light and Darkness. It is both water (Lagu) and Ice (Is), and it can be the 'Serpent of Evil' or the 'Serpent of Wisdom'.

'Many centuries ago, according to the legend, the Serpent came out of the sea and grew wings. Just as man's dorsal spine developed from its embryonic form, this Plumed Serpent grew in innocence and joy. It had started its journey towards the stars, and particularly the Morning Star, when suddenly it was overcome by the waters of the great Flood, which waters inundated the earth. On this occasion the Plumed Serpent did not drown, but it lost its wings.'

'The Serpent of Paradise' - Miguel Serrano.

The Gyfu-Rune is perhaps two-thirds of the way up the upright stave, and may represent the Serpent coiled around the Tree. Legend states that it reached up to the 'Heart-Centre', which is about where this point would be. The Serpent here is of the Sea and of the Land, but as the 'Plumed Serpent' or 'Winged Serpent' it is of the Air.

It is also interesting to note the connection here between the Serpent and the Flood, between the Serpent and the sinking of At-al-land. This rune may well hark back to this time, giving a clue as the the Legend of the Serpent, which starts in

the Garden of Eden (Odin-Edel) which would be Thule-Hyperborea in the Far North. There the Serpent gives mankind the chance to eat of the *Tree of Knowledge* and then partake of the *Tree of Immortality* and 'become as gods'. Until 'God' (the Old Testament 'God') puts the blocks upon this and the Flood takes place, a time when mankind's upward evolution was halted and the Plumed Serpent 'lost its wings', becoming earth-bound once more.

We have all this symbolism inherent in both the rune-stave and the rune-poem, even though the poem suggests a simple, mundane meaning. Serrano cleverly hints at the link between the 'Tree of Paradise', the Serpent, and the human spine and movement of the 'Fire-Serpent'. Interestingly, the Wyn-Rune has the meaning of 'joy' and 'bliss' and is a glyph of the consciousness at its highest level. It is also part of the Egyptian Glyph for the Morning Star, together with a Five-Rayed Star. ('Wynnum' is found in the text of the OE Rune-Poem.)

EAR - 'Earth-Grave'.

This rune has a rather negative meaning in that it has death as an ending, a finality, which is not a Heathen concept. The usual translation is that 'Ear is horrid to all men' but this is not the exact translation for 'men' should be rendered 'Earl' (eorla) which changes the meaning somewhat. This could refer to the Earlinga or AEthlinga as being linked to the next rune - Cweorth- which is the Fire-Twirl or 'Ritual Cremation'. Fire is a spiritual transformation and the 'Way of the Gods', it would seem, whilst the 'Earth-Grave' is associated with rebirth into the Tribe.

The *Root *ear* is also linked to both 'water' and to an 'ear of corn', and the rune-shape could show the latter. As 'water' it is linked to the rune before this, Ior, and the rune-sounds are similar too. (Ior can also be spelled Iar.) In the Ar-Kan

system this rune is the Cweorth-Rune but with two 'hands' on the ends of the 'arms' - this is symbolic of 'The Hanged God' or 'The Bound Giant'. This represents the ending of the last world-age, the Age of the Hanged God.

The sense of an 'ending' can be felt from the rune-poem; since this is part of a 33-rune manuscript the last four runes do not have rune-poems, so this is the 'last', the 'end'. Which sets apart the last four runes as being different in some way, transcendent and metaphysical.

CWEORTH - 'Ritual Fire'.

This is the 'Fire-Twirl', 'Ritual Fire' or the 'Cremation Fire', and thus the Fire of Transformation. When a person is cremated this destroys the body quickly and allows the spirit to escape into a different realm or level of vibration. In regard to funeral concepts there may be some distinction between a 'ship-burial' where the body is burned on a ship on water, a 'ship-burial' where the body is buried in a ship upon the land, and an earth-burial in a barrow or chamber. The 'ship-burial' like the cremation, may well be the means of 'transporting' the spirit to a higher realm, as we find in the legends surrounding Avalon. The 'earth-burial' would thus not be for the AEthlinga/Eorlinga since it does not achieve a higher level at that time, but is reborn back into the tribe.

A comment on this blog mentioned that Cweorth may also be *Sweorth* meaning 'sword' and this being the case this is the first of the *Four Hallows* as the 'Sword of Nuada' (Sword of Tiw). There is a case for this, just as there is a case for Peorth being *Weorth* since there is no letter 'p' in the Germanic Languages, and that this rune is associated with the Taefl Board and thus *Wyrd.* (It is a glyph of a man sitting at the Taefl-Board.)

The Cweorth-Rune and the Peorth-Rune are associated not just in sound but also in shape.

PEORTH-RUNE (WEORTH)

CWEORTH-RUNE (SWEORTH)

CWEORTH-RUNE (ALTERNATIVE)

Both rune-staves have the same upright stave and two Germanic Kenaz-Runes making up the single stave. We can see the 'Fire-Twirl' in the last of the above runes, and there is another alternative to this, shown below -

This shows the 'Fire-Twirl' even better, and when one of these is crossed by another it makes the 'Fire-Swastika' or 'Swastika of Fire'. The Curved Swastika is the 'Swastika of Water' and the normal version the 'Swastika of Earth' - or so I am led to believe.

The rune-shape of Cweorth can be found in this Symbol of Shiva, around which is the 'Fire-Twirl' in the shape of flames around the outer circle. Shiva is here drumming and doing the 'Dance of Destruction'. This can actually be found within the rune-names of this particular rune, since an alternative name is **TRIS** which is **SIRT** spelled backwards - these are the 'Fires of Surt' or the 'Fire-Dance of Destruction. Rudra-Shiva is 'The Destroyer' of the Trinity of Brahma-Vishnu-Shiva. The rune-shape can also be found in the following -

- The Long Man of Wilmington.
- The Cerne Abbas Giant.
- The Atacama Giant (Peru).
- Viracocha (Peru).
- The Horns of Gallehus (as a rune-stance).

CALC - 'Cup'.

This is the *Cauldron of Dagda* of the *Four Hallows*; it is the *Cauldron of Regeneration.* It is also the *Graal Cup* or *Graal Chalice.* The name 'calc' is 'calix' meaning 'chalk' and refers to the *White Stone.* Commonly, it is called 'The Death Rune' as Eolhs is called 'The Life Rune'. In the Younger Futhark this is named *Yr* and associated with the Yew-Tree (death, but also eternity). But the rune-meaning of the Icelandic Rune Poem, 'yew-bow', is the same as the Old English *Yr* which could be rendered 'yew-bow', clear in the Icelandic, but assumed in the Old English because it refers to 'battle equipment' used on a horse - on which the bow is used.

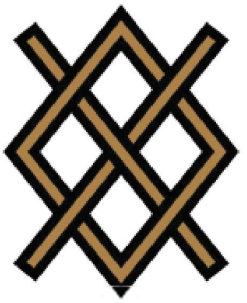
I have shown how this can link to Kalki and Hamasson has also suggested Kali; these are two interlinking forms in Hinduism. Kali is certainly associated with the *Death Mysteries* which this rune holds within its meanings. Kalki comes as the Last Avatar to destroy the Old Order, and this glyph can be a 'bow and arrow' or a 'nuclear warhead' (which shows how symbols are not bound by time). Kali is associated with 'Time' and also known as 'Black One' ('coal'). We should not see here as purely negative because she is a catalyst for change and transformation; the old has to be destroyed before anything can change. Kali may be the equivalent of Kari in Norse Mythology, though they work at different levels. Kari also links to 'time' in the sense of 'movement', which is how we understand time; Kari is associated with the Element Air and the Wind, which moves, and creates movement. I have linked H-E-L-G-I or H-A-L-G-A to Kalki, and thus there may be some significance in that KARA is the last Valkyrie-Wife of Helgi the Haddinga. Kari (male) has become Kara (female).

STAN - 'Stone'.

I have covered this more fully in another recent blog-post so there is no need to go through the same meanings again.

GAR - 'Spear'.

This is Gungnir, the *Spear of Woden*, as the glyph itself shows - the Gyfu-Rune and Ing-Rune - 'Gift of Ing'.



Again, I have covered this quite fully recently, so there is no need to go further into this one either.

The Wolf's Hook Rune

The Wolf's Hook Rune is one of the most used symbols amongst the Wolf-Tribes of Woden, wherever they may be; the symbolism is not often understood, so I am going to try to make this more understandable to Folkish Wodenists. The shape comes from the infamous 'Wolf-Hook' used to trap wolves, a common thing after the coming of Judaeo-Christianity which sought to break all ties between Heathens and Nature. But through this wanton act of destruction came about the famous *Wolfsangel.*

The rune itself is a variation of the *Eoh-Rune/Eiwaz-Rune* which is symbolic of the Yew-Tree, the tree associated with death found around English churchyards. The Yew-Tree is symbolic of the inevitability of death, which itself leads to heroic deeds of reckless courage. The lack of fear for death leads men to greater and greater deeds of courage.

Hamasson has shown how the symbol shows the constellation of *Orion the Hunter*, and as a device used by hunters this link is proven to be true. This is the device of Woden as the Wild Hunter-God, the 'Master of the Hunt'. It is also connected to Herne the Hunter, Lord of the Trees, and Lord of the Animals'.

In certain parts of Germany this symbol was used as a boundary-marker; this is an important concept since the boundary was a place outside the norm, being neither one area nor another area, but the liminal space between one world and the next. In Germany it was also used within forestry, and this was because the wild forests were outside the bounds of ordered society, where the *Heathen* dwelt. I have often emphasised that 'pagans' have an association with the village or hamlet, the ordered spaces, whereas the 'heathens' operate outside these ordered places within the wild areas, particularly the ancient woodlands. This is a marked difference.

I have used this symbol as my personal 'logo', placed inside the Germanic Ing-Rune, thus meaning 'Wulf Ingessunu' - 'Wulf - Son of Ing'. The connection to

Woden, the One-Eyed Hunter-God of the Teutons, is also very important in this respect.

The figure of Herne in the Cerne Abbas Giant is connected to Orion the Hunter, as the shape itself shows us. The 'Phallus of Orion' ('Ur-AEon') shown here is called by the name *Frigg's Distaff* by the Saxons, representing the three central stars of Orion's Belt. There is a subtle play-on-words here for the distaff is the tool which weaves, but it is also the Phallus of Woden as the name suggests. The hill-figure itself, once known as *Heil*, shows a primal figure of the Hunter-God, God of the Mannerbunde (shown by the primitive club), and the God of the Primal AEon.

Basically, the Wolf's Hook Rune is used to mark out the boundary between society and the *Wolf's Heads* that operate outside that society - just as we Folkish Wodenists operate outside this society. We are 'outlaws' whether we wish this or not; this corrupt, rotten and degenerate society has made us 'outlaws', and we have no complaints at all on this point.

One heathen-orientated group which operates outside this society in a big way is known as the *Wolves of Vinland*, operating in the USA as the name suggests. Run by Paul Waggener this is a Wolf-Cult of Odin that produces strong and tough menfolk who base their work on power-lifting and fighting - the strengths of the Warrior Caste. *Operation Werewolf* seems to be a recruiting-ground, but also used to allow others to follow these ways as 'Lone-Wolves'.

I have to say now that the strength of such groups lies in their ability to bring into play the motto that we ourselves use -

The strength of the Pack is the Wolf

The strength of the Wolf is the Pack

Rugged individualism is allied to its opposite, the pack-instinct, which is the basis for a strong *Wolf Brotherhood*. The ideas stem from the old Biker Gangs which were opposed to the Old Order and wished to be outside society, even if only when they came together as a group. These produced biker brotherhoods whose members could work closely together and help each other when times required such help. Even though their clothes are not perhaps recognisable as a 'uniform' they were designed to be used as such since they gave the individual a sense of identity with the group, and set them apart from the mass of people.

From the start, back in 1998, Woden's Folk was linked closely to the *Wolf Totem* and many of its activists used the *Wolf* as their totem and within a Wodenic Name. We have also used various mottos and slogans linked to our status as a *Wolf-Tribe of Woden* -

Wolves Amongst The Sheep!

Rise and Rise Again
Until Lambs Become Wolves!

The first of these states our point that we are not part of the herd, the flock of sheep or 'sheeple', for we take up the Wolf as our Totem of strength, individualism and freedom. The second is a clear indication that although we shall be pushed down again and again, our work hindered and attacked continuously, we shall rise, and rise again until such time as the 'sheep' shall become 'Wolves'. This motto was taken from the *Robin Hood* film starring Russel Crow but which

has been altered from 'Lambs become Lions' to 'Lambs become Wolves'. The Wolf does not and never will lie down with the Lamb!

It is a fact that constant struggle is the only means to become strong, to gain in strength, but more importantly to hone the Will through self-overcoming. Over and over again we have to face setbacks, and overcome setbacks, and thus hone our strength of Will. This is the great problem, for few are able to carry on against such odds, and most falter and drop away, for when easy victory cannot be found these people have no staying-power at all. The Wolf's Hook Rune acts as a symbol of resistance, and was used thus by the Germans in the Peasant's Revolt; as such it is a Symbol of Wid-Ar, God of Resistance. In fact, as I stated before, this rune was used in forestry, and is not Wid-Ar the ***Woodland God***?

The rising of such symbols in the Folk-Consciousness is really no coincidence, maybe a 'synchronicity'. This rune has arisen in our times because it is needed, and it tells a message in that its use can be powerful against the Forces of Darkness that rule our lands today.

The *Eohw-Rune* (Eihwaz-Rune) is the basis of the ***IE Root *aiw-*** which means 'life-force' and 'eternity', as well as the root of the word *aeon.* Here, once more, we find links with the Yew-Tree, with Orion (Ur-Aeon), but also with the *Life-Force,* or here an aspect of this force as the *Wolf-Force.* The first symbolism used at the beginning of tis blog-post, when the three upright staves are of the same length, creates the Symbol SS or 'Double Sig-Runes' - the *Lightning and the Sun.* This symbolism is also that of the *Twin-Serpents,* which also relates to the *Lightning and the Sun.* Here we have a subtle rune-root ***Aiw-SS*** ('Aiwaz' - 'Eihwaz')) which is the *Life-Force of the Lightning and the Sun*.

The above *Edel-Rune* is made up of the *Double-SS* but here the two Sig-Runes face each other; they represent the Black-Sun/White Sun in one aspect. The twin Sig-Runes are here united in the Folk & Land. This rune also represents the 'Rising of At-al-Land'.

It is clear from the Germanic rune-name ***Odal*** that this is a Rune of Odin; the Wolf's Hook Rune is the Rune of Wid-Ar, Son of Woden. Rudolf John Gorseleben stated that Wid-Ar is the god that returns at the end of a 26,000 Great Year Cycle. I have shown in a previous blog-post how Wid-Ar is the 'Wide-Strider', and that this title was one used of Orion in Egyptian Mythology. Orion is a winter constellation linked to Cygnus the Swan which is a summer constellation - the Herne Giant represents the former and the Long Man of Wilmington the latter.

The Coat of Arms of the Waendel Family shows a jester-like figure (Harlequin) holding a club, very much like the figure of the Herne Giant. And yet, the Long Man of Wilmington has also been associated with Waendel, a figure who as the 'Horned Waendel' may be associated with the 1600 year old Yew Tree in the churchyard of Wilmington. Both figures seem to be somewhat interchangeable at one level. Even in the Wolf's Hook Rune we have this 'interchangeable' symbolism, since this is twin Lagu-Runes which appear to be in motion, moving *widdershins* as does the *Widdershins Swastika*, moving against the flow of time.

Orion is said to be associated with Cyclic Time, with the Cycles of the Ages, and Graham Hancock (the famous speculative writer) sees this constellation associated with the *First Time* - which seems feasible being the 'Ur-Aeon' (Orion). There is thus an association with the *Beginning and the End* or the *First and the Last.*

There is also a link with the concept of the *Last Avatar* since the three central stars of Orion ('Belt of Orion') are the *Three Magi* that led the way to the birthplace of the 'Messiah' in the Christian Bible. These three stars point towards the Dog-Star or 'Wolf-Star' - Sirius. This was in fact named *The Wandering Wolf* by the Chinese. Sirius is the 'Blue Star' and one of the brightest stars in the Southern Skies. In fact it was called 'Tir' by the ancient Persians, a name which is familiar to us.

We can see from this that the Wolf's Hook Rune has a far deeper symbolism and far deeper significance that it is usually given. To us today it represents not only resistance to tyranny, but also the 'Wolf's Head' operating outside the boundaries of this corrupt and rotten society. As a boundary-marker it represents the 'Folkland' in which we work outside the norm, away from the society we loathe because of its corruption, degeneracy and tyranny. It represents today the only freedom we have within this society, the freedom to gather in the wild areas away from the masses.

There is also a subtle link to the famous Saxon Hero, Widukind, since the root-words *widu* and *wudu* are often used together or interchangeable with each other. *Widu* is also the same as 'Wid-Ar'; he is the 'Woodland God' and the 'God of Resistance' *(widre/widder).* Widukind is an *Aryan Archetype* just as Wid-Ar is the same type of *archetype.* Widu-Kind can mean 'Child of the Wood' in a certain sense, and thus connects directly to Wid-Ar. We have also the pairing of Wudga and Hama in the Old English texts, and Witega/Wudga was a son of Wayland the Smith. There are subtle links between all of these *archetypes* that share similar names.

The *Eihwaz-Rune* is made up of two Lagu-Runes, as I have said, and is thus related to fluidity (water); the *Root *wad/wat* can be found related to 'Water', and Wade or Wate is the father of Wayland the Smith, and gave his name to 'Watling Street' (A5 Trunk Road). 'Water' here is not necessarily the element we know it as, but related to the fluidity of the *Life-Force* - it is here symbolic. The original meaning of the ***Aryan Root *wuot*** (basis of 'Wuotan') was 'all-pervasive' or 'all-penetrating' and referred to the *Life-Force* or the *Universal Force* that permeates everything. This is obviously related to the Norse *Od* which means 'spirit' and refers to this *Universal Force* or *Life-Force* - the Spiritual Force. Spirit = Spiral and thus this is a Spiral-Force; on another level the ***Aryan Root *war/ wal*** is related to the spiral, meaning 'to twist', 'to turn' or 'to coil' and again related to the Coiled Serpent.

The Winged Coiled Serpent is the *Fire-Serpent* or *Kundalini Serpent* which lies dormant at the base of the human spine, awakened by the Woden Initiate - it is the 'Awakening of the Spirit' within Man. Man has lost touch with his spiritual

nature, he has amnesia, has forgotten his Divine Origins; locked within the DNA is the *Aryan Gene* waiting its awakening during the End-Times.

The term 'Werewolf' is interesting, stemming from 'wer' (man) and 'wolf'. However, the term 'wer' does not mean 'man' in a general sense, but in a specific sense, that of the 'hero'. The term is the same as the Hindu *vira* which refers to a 'Divine Hero', so the Old English *wer* refers to a 'Divine Hero', and no ordinary 'man'. Thus 'Wer-Wolf' means 'Hero-Wolf', again referring to the Divine Hero and not to anyone - equality having no place within our *weltanshauung.* (Unfortunately, due to the influence of 'equality' there are far too many instances of Old English words being mistranslated to cater for this anti-nature idea. We find this in the Old English Rune Poem where too often *aethlinga* is translated as 'man' rather than its true meaning of a 'nobleman'.) It is also likely that there is a link between the ***Aryan Root *war*** and the Old English *wer*. Thus the link to 'Spiritual Man'.

Our divine origins are linked spiritually to the ***Eagle ('AR')*** but our earthly strength is linked to the ***Wolf*** *(Warg)*; here the term *warg* is an extension of the ***Aryan Root *war***.

Rise and Rise again

Until Lambs become Wolves!

The Mysteries of Feoh

Feoh is the first rune or 'Primal Rune', coming at the start of the FUTHORK; its usual meaning is 'wealth' or 'cattle', both of which have the same basic symbolism. I have covered this before and would now like to look at another angle to this rune. It was the rune chosen by Gandalf the Wizard as his symbol, which he etched upon Frodo's door (Frodi's Door). Frodo, thus equated with Ingui, is the hero of the Shire-Folk who eventually destroys the Dark Forces of Sauron by destroying the Ring of Power - though in the end he has to have the aid of the evil Gollum to do it.

The Norwegian Rune-Poem sees wealth as 'friend's discord' which brings into play the idea that wealth can be a problem amongst friends due to mankind's way of seeing wealth and gold in a very different light than it should be seen. The second verse of the Norwegian Rune-Poem is more enlightening -

'Fothesk ulfr i skoge'

Fothesk -

'feed'

'born'

'grow up'

skoge -

'wood'

'forest'

Thus this verse tells us that the -

'Wolf grows up in the forest.'

'The Wolf feeds in the forest.'

'The Wolf is born in the forest.'

We have seen how this is the First Rune or Primal Rune, and this phrase about the Wolf and the Forest is important since the basis of our Folkish Wodenism is *The Hooded Man* who is the Son of Herne, who is the 'Lord of the Forests' or 'Lord of the Trees'. And that Wid-Ar is the *Woodland God* who rules over this era of the Cycle of the Ages. Wid-Ar is directly connected to the Wolf through the Wolf-Hook Rune which is the *Rune of Resistance.* Wid-Ar is the *God of Resistance.*

The forests are one of the last wilderness areas, and even here in the South of England they have places that few people go into, though these are becoming rarer, no doubt not accidental. The forest is the natural dwelling of the *Wolf's Head* - the 'outlaw' - the best example being that of Robin Hood. There are also direct links between Woden and the Woodland through his name -

wode

wudu

widu

All of these roots are connected to the woodlands or forests; Woden is the father of Wid-Ar who is the 'Woodland God' and the god of the New Age. Woden is swallowed by the Fenris Wolf, which is symbolic of our modern technological age which has 'swallowed' the Spirit of Man by locking man into the material world alone. It is Wid-Ar the Avenger who breaks open the Wolf's Jaws and frees the Spirit of Man (Woden).

According to our own unique mythology the First Man and the First Woman were

created from Ash (Ash-Tree) and Embla (usually seen as the Elm-Tree), and we are thus linked to the World Tree and thus to the woods and forests too. Our oldest god was the 'Lord of the Forests' or 'Lord of the Trees'.

The above is aways seen as 'Cernunus' which is a Celtic word for 'Horn' or 'The Horned One. This is Herne the Hunter in Wodenic Lore, an aspect of Woden as the 'Lord of the Trees' or 'Lord of the Animals'. This is from the Gundresrup Cauldron found in Denmark and originally said to be 'Celtic' but some scholars now suggest a 'Scythian' origin'. The symbolism is interesting -

- The figure sits in a yogic posture which has been found elsewhere in Scandinavia.
- He wears Stag's Horns which we know are symbolic of Ingui-Frey who uses these after he swaps his sword which was his original weapon.
- He wears a Torc around the neck ('The God of the Hanged') and holds a Torc in his right hand.
- In his left hand he holds a Serpent or 'Ram-Headed Serpent'; a Saxon Tribe in Dorset were said to worship a 'Stag and a Snake' and had the Irminsul as their symbol.

When two Feoh-Runes are face back-to-back, each at an angle, they make up a road-sign used to indicate a Stag. These are the *Horns of Herne* seen on the symbolism above. As shown before, the name 'Herne' is 'Herian' which is a title of Woden in his wilder aspect; it is related to the *Here/Heri* who were raiders and plunderers in Germanic Lore.

Like the 'Wild-Wood' Herne the Hunter is connected to the 'Wild Man of the Woods' - the 'Green Man' (which is a later modification which takes away this wild

aspect of the Germanic God). We see the 'Green Man' today as a kind of 'pacified' version of the original 'Wild Man of the Woods'.

The *Wodewose (Wuduwasa),* shown above from a church in Saxmundham in East Anglia, is the figure of the 'Wild Man of the Woods'; the root *wode* relates to Woden and well as 'wood' both phonetically and symbolically. The glaring similarity to the figure holding a ***club*** can be seen in the figure of the Cerne Abbas Giant (Herne the Hunter/Orion the Hunter) -

A figure wielding a club rather than spear or sword is very, very ancient indeed, and harkens back to the Germanic Mannerbunde who were the Germanic Youth dedicated to this ancient God - Ygg. Both a figure wielding a club (with a Wolf's Head) and a Horned God can be found on the *Horns of Gallehus.*

The above is another depiction of the *Wodewose* which is also found in a church in East Anglia; as I have shown before, the family arms of the *Waendal Family* shows a 'jester' figure holding a club. The *Long Man of Wilmington* is 'Waendal' in his spring-summer aspect, as opposed to the Herne Giant who is the winter aspect (Cygnus and Orion respectively).

As 'wolf's heads' in a world decaying, degenerate and falling into rack and ruin, we have to withdraw into the Ancient Forests; this we have been doing by holding our rites and camps in woodlands around England. By embracing a less 'civilised' approach and a more 'barbarian' approach we come closer to the wilds, to the wild-wood, and to the ancient 'Wild Man of the Woods'. There is something primal and instinctual about the woodlands, something even our enemies fear.

Richard Wagner, the famous German composer, saw deep into the ancient Germanic Myths. Siegmund, according to Wagner, was fathered by 'Wolfe' and Hunding says that Siegmund is of the House of the Wolfing. According to this Wolfe and Siegmund fled into the 'wildwood' and there lived for 'many a year', having to survive at all costs against great dangers. The father of Siegmund was Walse (Volsung); the son of Siegmund is Sigurd who has a 'snake in his eye' (we see this in Sigurd Snake-in-the-Eye, son of Ragnar Lodbrok and Aslog, the latter being the daughter of Sigurd and Sigdrifa/Brunhild.

According to these accounts Wotan (Woden) fathered the Wulsunga-Wulfinga Line in the ancient forests of Germania. We see here a symbolism of the creation of this *Divine Race* in the wildwoods, and through Woden in his role as the 'Wild Man of the Woods'. There is one last connection that I would like to point out here, something found in Celtic Mythology, though in reality this has Germano-Celtic origins from the North. This concerns a figure called Fer Caille which is the 'Man

of the Wood', described as a hideous black giant with spiked hair, a single eye, foot and arm, and brandishing a club. ***(*)*** One of the symbols attached to this 'wild man' is the Boar, symbolic of Ingui-Frey. Also within this story is a figure called *Ingcel* who is a one-eyed warrior. This saga seems based upon tales around the Scylding Dynasty since there we find a similar tale in which *Ingeld* features. Since we have found cases of Germanic Tribes in Ireland at an early time these things are not as 'astounding' as they look.

(*) The single, eye, foot and arm is symbolic of an ancient stance known as the 'Crane Stance'. This seems to bring together three distinct parts of the human body connected to the Aryan Caste System - Eye = Woden = Head = Kon; Arm = Tiw = Earl; and Foot = Wayland = Ceorl. There is also (left out) the Groin = Ingui which is the farmer-provider running parallel to Wayland as the craftsman.

The Four Hallows, The Graal Runes and At-al-land

We call the last four runes of the Ar-Kan Runes (Cweorth-Calc-Stan-Gar) the *Four Hallows* because these are the four sacred objects of the *Tuatha de Danaan.* Three of these runes (Calc-Stan-Gar) are the *Graal Runes* because they feature in the Grail Mythos.

Cweorth - Sword (as Sweorth which is a subtle play-on-words that hides this hidden meaning).

Calc - Chalice/Cup/Cauldron.

Stan - Stone.

Gar - Spear.

The most likely roots of the 33-Rune Row are from At-al-land which was the sunken land in the North Sea, from which the Ingwines moved in various directions after the great catastrophe that sank this landmass. This seems to be the reason why these Ancient Mysteries were held here in these islands in areas such as England, Scotland and Ireland. These are where we find reference to Ingui/AEngus/Angus etc. and to Germanic Legends that are based around this

ancient figure. Even the shape of what is now England was once likened to the Germanic Ing-Rune, which is not so unlikely when we see the links between Ingui and the northern constellation of Bootes.

Hamasson has shown how the Cweorth-Rune can be seen as the 'Broken Sword' (which he saw in a dream); I have shown how this rune represents Cygnus the Swan which is the summer constellation in the Summer Triangle - through which the 'Last Avatar' will come. This is a marker to the 'Greater Wolf's Jaws' and to the Black Hole at the centre of the Milky Way Galaxy. The Swan has always been the highest symbol of Initiation, and also the symbol of Thule. The version that we use is one of a number, but our use fits with the change from the 'Hanged God' to the 'Crowned and Conquering Son of the Sun' (Warrior-God).

Here the rune-stave has no 'bonds' which symbolises that these have been broken and that the 'Hanged God' has stepped down from the Wolf-Tree and is 'resurrected' as the young Warrior-God - the new archetype for the New Age. The rune-shape not only shows that of the 'Summer-God' (The Long Man) but also that of the 'Winter-God' (Herne Giant) and represents both aspects of Woden - the latter is Orion the Hunter.

The Stan-Rune is a complex rune with many hidden rune-symbols as I have shown before. We have settled on using the version below which contains far more than the variant rune-stave -

Not only does this version contain the Peorth-Rune and its reflection, but also both the English Ing-Rune and Germanic Ing-Rune. The Ing-Rune itself contains the Edel-Rune and its reflection which is also important. This symbol, as I have mentioned before is that of the *Divine Twins* in one aspect, and this is obviously related to the 'Homeland' and to the 'Ancestors'. The stave also shows a Man-Rune (8-8) and its reflection. It is thus a complex rune with many, many meanings connected to the idea of the *Stone.* Both the White Horse Stone (Inga-Stone) and the Stone of Ing can be seen symbolised in this rune-stave.

Calc can be related to 'chalk' and thus these two make 'White Stone' which we have covered many times before. But this is also related to Kalki (The Last Avatar) and Kali (The Dark Goddess), although the latter is connected to our 'coal' (i.e. 'black'). Kali is connected to the ***Aryan Root *hal*** which has one meaning of 'to destroy', and this is the meaning we attach here, although this can mean something much deeper than just destroying physically, for it can mean to 'destroy' at an inner level too, thus paving the way for a 'rebirth'. This is not necessarily *negative* in every respect. This shows an upturned vessel which suggests something far different from the 'chalice' of the 'Holy Grail', more like the figure of the 'Water-Bearer' with the pitcher that pours waters out of it.

This rune is the *Yr-Rune* in the Armanen System and usually connected to 'error' or 'to err', no doubt due to the sound-connection Yr-Err. It forms part of the Mystic Formula of the Armanen Master, Don Miguel Serrano, being the HE/SHE that he uses to show the Union of Male-Female. This is the Yr-Man Runes, the latter being the 'Life-Rune' (Eohls) in the Ar-Kan Runes. These two separate rune-systems have to be used separately in order to make sense of some of the formulas, this being a prime example.

It is important to note that the *Four Hallows* and the *Graal Runes* do not occur in any other system except the 33 Northumbrian Runes, now developed into the *Ar-Kan Runes.* These were also connected to Frisia, and this may well be the 'missing link' for this longer row, since the Frisians were connected to the sinking of At-al-land. The 'Folk of Freya' or the 'Folk of Frey' (Ingui) were thus the bearers of these mysteries, and may even have been connected to the *Tuatha de Danaan.* ('Freya', like 'Frey', is a title meaning 'Lady' and so the true name of this Goddess may have been Idunn, Danu, Dana, or something akin to this, certainly with the ***Root-Sound *dn***. This would certainly fit with Woden/Odin whose name has the same root-sound.)

The name *Ingui* is linked to the element of Fire and to the Fire-Serpent as has been shown before. The name is used as 'son of' although it can also be 'offspring of' and certainly comes into certain female Germanic names such as 'Ingrid', so there could have been a brother-sister/husband-wife pairing based upon the name 'Ing' or 'Ingui' though as far as I know there seems to be no trace of this. We can find an Er (Ir) and Erce, the latter found in the Old English *Acerblot* so this could have some foundation. Certainly, we find links between Ingui and *Fire*, but we also find that Freya is connected to *Fire* through the Brosingamen Necklace ('Necklace of Fire'). This is borne out by the Ancient Persian goddess named Ardvi Sura Anahita who is connected to the *Hvarena* which is connected to Light and Fire.

It is important to understand how far these ideas go back, well into the very ancient past when At-al-land existed as a continent in the North-West. This was not the most ancient *Hyperborea* but was the continent upon which a more physical form of Man developed, at the end of which (with the sinking of At-al-land) the Aryan Race developed with the development of the 'ego' and 'self-consciousness'. Having said that the 'Shining Ones' (Elves) gave their name to the Island of Albion and were certainly seen by Man at this time, though they seem to have 'faded' and also 'shrunk' in size (from my own experience at the Fairy Glen in Scotland). At the end of *Lord of the Rings*, based upon the end of the Third Age, the Elves leave Midgard (Middle-Earth) and go to Valinor where dwell the Immortals.

The point of change within the Ar-Kan Runes is that of Ear ('Earth-Grave') and Cweorth ('Fire-Twirl') since the last four runes are *Runes of Transcendence*, thus having no physical rune-poems. These go beyond the bounds of Time and Space and are the means to transform Man into Superman. This would be why they have been the basis of the Graal Mythos which has the hidden meaning of a renewal of Nature and a Transformation of Man - as shown clearly by Miguel Serrano ('The Golden Thread'/'The Golden Band').

I have given the meaning of *Sweorth* at the beginning of this post, but we should not ignore the usual spelling of *Cweorth* which is also relevant to these ideas. It can be connected to *Quern* which is itself connected to 'turning' and to the World Mill, and thus the Cosmos since this symbolises this at one level. Cweorth/Sweorth an Peorth are obviously linked, and I have shown before how the 'p' is not within the old Germanic Tongues, so this also may be a play-on-

words for *Weorth* linked to the *Wyrd* and to 'worth' (which is also part of the meaning of *Wyrd*).

There are links between *Cweorth* and the Celtic *Querta* and the latter is linked to the *Apple* and also maybe to *Avalon* ('Isle of the Apples'). Tolkien links Attalante with Avalone and if we do the same then At-al-land and Avalon are one and the same, and the idea of the *Island of the West* holds true if we see Germania Magne to the East of this. We cannot tell when exactly this became an 'island' but it would seem that when it did (if we take Tolkien's works) Ireland was still a part of this land-mass, and broke from the mainland at a later date. At some time it may have been that the 'Isle of the Blessed' existed around the Dogger Bank area and sank at a much later time - this was the ancient Island of the Mysteries.

Of course, the Stan-Rune ('stone') may also be symbolic of a land-mass, in which case we can equate this with At-al-land at one level (all runes have many levels). Using the Stan-Rune that we have settled on here this contains the Double Edel-Rune, the Rune of At-al-land (Ed-el/Od-al/At-al) is the Edel-Rune and thus the 'Rune of the Racial Homeland'. (This is even more reason to use a specific rune-stave with variant symbolism in order to incorporate our *weltanshauung* into the Ar-Kan Rune-Lag System.)

There is also another reason why we can equate the Stan-Rune with a landmass, and that is that the term *stan* as in 'Pakistan', 'Hindustan', 'Afghanistan' etc. refers to a border or a boundary-marker. But this would be a later concept of the term, or rather maybe a variant concept used in an exoteric sense, whereas the ***Root *stan*** in its esoteric sense would refer to a liminal point which is neither in nor outside, a point of entry-exit from one world into another. Although At-al-land is the 'Sunken Land' it is still there although not now part of this physical world, it can be found 'neither by sea nor by land' because it is outside of this physical realm (just as Hyperborea is found). The Stan-Rune represents this concept and is the 'boundary-stone', the doorway to this other realm.

We must now look at the Gar-Rune which is the *Spear of Woden* and the *Gift of Ing*. This contains the Germanic Ing-Rune which can symbolise England in its original diamond-form in ancient times. Since it was called *Albion* - 'Island of the Elves' - and Ingui is the 'Lord of the Elves' then we see why Tolkien stated clearly that the Sons of Ing (English) were the true 'Friends of the Elves'. This explains why there are so many distortions and cover-ups, and that everything is 'Celtic' despite the evidence to the contrary, and that what is 'Celtic' is really 'Germanic' and thus the divide between the nations of these islands is a falsehood. The

remnants of the 'Sons of Ing' exist within all of these nations, though the English bear his name and are the 'hub' of the 'Sons of Ing'.

Even the Gar-Rune can be connected to the system in Ireland of the Four Provinces linked to the Sacred Centre - Tara ***(*)*** - when we see the four 'arms' of the Gyfu-Rune as the Four Provinces, and the Sacred Centre as the middle-point of the Gyfu-Rune. Since the Ing-Rune is England, then the original creation of this island must have been done through the same system in more ancient times.

(*) *We still say 'X marks the spot' and the 'X' is the Four Provinces marking the 'spot' which is Tara, a name found in Tibet as* ***Arya Tara****. Some have suggested that 'Erin' stems from 'Aryan' which may well be true, although there is the alternative that this stems from Ermin/Irmin, although this really makes no difference whatever since the two have the same roots and Irmin was the Saxon God akin to Aryaman of India and Airyaman of Persia. The name 'Ireland' ('Ir-Land' itself suggests this may be right, and that 'Ir' is the Ur-God of this land, something that has not been suggested as far as I know.)*

The Calc-Rune could also suggest the sinking of a land-mass, since it symbolises the 'roots' of a tree, that which is underground and cannot be seen. The glyph is that of a weapon such as a Bow and Arrow or a Nuclear Warhead, thus connected to a catastrophe maybe? The link with the Hale-Bopp Comet some 4,000 years ago (or 8,000 years ago, or 12,000 years ago) and that of its return in our 'Nuclear Age' has to have some hidden meaning. (Hale is an interesting name since I have just mentioned that the ***Aryan Root *hal*** can mean 'to destroy' and a variant is ****kal*** which could be rendered ****cal*** as part of this rune-name.) Maybe there is a link between the rune and the Hale-Bopp Comet in some subtle way, and thus *Calc-Stan* could suggest the movement between one world and another, something I hinted at on the subject of the Hale-Bopp Comet.

At the time of the Sun-Initiation that I underwent back in 1997 I linked the name 'Hale-Bopp Comet' to 'Baphomet' for no apparent reason than that it suddenly came into my mind - Bopp-Comet. I have tackled this before with the *Sahaja Prophesies* which mentions a similar name and which connects to our times today. But the original 'Baphomet' of the Knights Templars was a *Bearded Head* and comets have always been seen as *Bearded Stars*, so we do have some form of link even if tenuous. It may make sense to see the Hale-Bopp Comet as a pointer to the events that are happening today, and that groups such as the Templars recognised this symbolism for what it meant, and as a pointer to the End-Times. The comet of 1997 was certainly connected to the idea of 'rebirth'

through its being within the area of the Beorc-Rune in the Northern Skies. It was also a symbol of *Awakening* of some sort, and linked to At-al-land due to its former appearances and the 'Great Flood'.

Lagu-Ing-Edel-Daeg - these are the last runes of the Futhark, of the 24-runes linked to the 24 vertebrae of the human spinal column. They are also runes that we can connect to the sinking of At-al-land -

Lagu - the Waters of Chaos, Waters of Dissolution, the 'Great Flood' which ended a former World Age, maybe the Third Age.

Ing - Ingui, the Lord of the Elves, the Divine Hero who led the English Tribes out of At-al-land. He is connected to the Aryan Manu who led the tribes out of Atlantis.

Edel-Rune - At-al-land, the island sunk beneath the waves, the 'Racial Homeland' in the North-West, out of which the Ingwaeones moved as the lands sank and their homes disappeared under the waters.

Daeg - The point of Dawn and Dusk, the liminal point of 'in-betweeness', the time between world-ages whence the cataclysm happens. The cataclysm heralds a New Dawn and a New Age. ***(**)***

(**) *As far as my studies go no-one has successfully suggested the reason as to why the Edel-Rune and Daeg-Rune are interchangeable in the order they have. There may be <u>two distinct meanings hidden in this</u> since the Edel-Rune could represent the 'sinking of At-al-land' (23rd position) or the 'rising of At-al-land' (24th position), the one being the end and the other the new beginning. The 'sinking' heralds the New Dawn' and the 'rising' comes after the New Dawn.*

We thus have the four last runes of the Futhark, and the four last runes of the Futhork connected to each other, both connected to the sinking of At-al-land and to Ingui who leads the Ingwaeones out of At-al-land as the *Aryan Manu.* We have seen many times how Ingui is linked to the *Spirit 88* and to *HelgiH*, and thus it is merely a short step to recognising in the Man-Rune (8-8) the *Aryan Manu.* Both Ing and Man appear in the Stan-Rune version that we are using now, another reason to use this rune-stave.

The *Aryan Manu* has three distinct roles -

- He recreates the ancient Caste System, the natural hierarchical order according to Cosmic Law and Natural Law.
- He is chosen to survive the Great Flood and to ensure that the survival of the Race of Man is secured.
- After the Great Flood he becomes the new primogenitor of the new Race of Man.

I have shown the transition between the three runes -

Man - The Aryan Manu who comes before the Great Flood.

Lagu - The Great Flood and the Great Dissolution.

Ing - The Divine Hero (Manu) who survives the Great Flood and who then becomes the 'father' of the new Race of Man.

The last four runes of the Futhark show this process and go further into the sinking of the 'Racial Homelands'. The last four runes of the Futhork are *Transcendent Runes* which follow the first four but are the keys to the creation of the New Order and the new Race of Man - through the Mysteries of the Graal which survived into the Middle Ages because they were altered and tailored to avoid the 'Inquisition' that sought to destroy these Aryan Mysteries. If we see the Edel-Rune/Daeg-Rune as a single concept (interchangeable) then the last four runes are Man-Lagu-Ing-Edel/Daeg.

Since 'King Arthur' in his true role as the 'Once and Future King' (incorporated into Celtic Christianity) goes after his death to 'Avalon' ('Island of Apples') then he goes there in order to be **regenerated** since these are the Golden Apples of Idunn that regenerate the Gods. He is thus an *avatar* who appears in human form (incarnates in human form) and at death goes back to 'Avalon' (Valhalla) where he awaits the time when he will return as the 'Once and Future King', the 'Rightful King'. It is no coincidence that the idea of the 'Broken Sword' comes into the Cweorth-Rune ***(***)*** which is connected to 'apple' and thus to 'Avalon'; this is the Sword from the Lake (Lagu or Lac) which is broken and reforged, or broken and remade in the Fountain of Lac under the Grey Rock (Graal Mythos).

(***) *This can only be seen thus if we accept that both 'Cweorth' and 'Sweorth' are dual-meanings hidden within one sound, where the 'c' is sounded as an 's', thus a play-on-words. Since 'King Arthur' is taken to Avalon by Morgana (associated with the Hale-Bopp Comet as I have shown) who is Wyrd or the*

Waelcyrge then this is also linked to the ***Weorth-Rune*** *or the 'Rune of Wyrd'. We can now see how these three rune-sounds, sounded much the same, have a subtle link between them. Of course, 'Peorth' could be associated with the 'pear' which itself has a mystical symbolism, but which will not concern us here. The apple, again, is associated with Venus - the Morning and Evening Star, and thus to Freya and Ingui-Frey. This is the* ***'Star of Resurrection'****.*

In whatever sense we see this, the 'Broken Sword' is associated with the *Wolsungas* which is the Divine Race of Woden, the 'Sons of the Wolf' whose offshoots is the Wulfingas. Rather than a tree the Celtic Legends have a stone, but the symbolism is exactly the same. In Celtic Lore there are two swords whereas in Germanic Lore there is one which is broken and reforged. The latter is nearer to how we shall see this since it fits with the *Archetypal Myth* of our era where the sword has been broken (World War I) and reforged (World War II). The renewal will come through the 'Divine Fool' (Parsifal) who will bear the Spear of Woden against Klingsor the Dark Wizard of Illusion. Thus this ends with the Gar-Rune which is the Spear of Woden.

The Gift of Ing

At the centre of this figure is the *Beran-Burg* which is the *Sacred Centre of the Land of Ingui*. This is the point of 'Thule', the point which 'bears', the Mystical centre of the Islands of the Mighty. The land must be broken into Four Sacred Areas, the centre of which is the *Beran-Burg* where dwells the *White Dragon of Ingui*. This is marked by the Sun-Stone (Stan) and the *Beran-Burg Cross* which replaced the original Marker-Stone.

In regard to the shape of the Cweorth-Rune that we use this is symbolic of Cygnus the Swan which marks the 'Dark Rift' at the centre of the Milky Way which is likely the *Swan-Road* mentioned in *Beowulf*. Cygnus seems to mark an 'entry-point' to the *Way of the Gods* and was very important to ancient traditions. Since Cweorth is the point of 'change' where we move to a transcendent state, this may well hint at a 'Gateway to the Gods'.

I have mentioned before how I see the above hill-figure (The Long Man) to be a 'gateway' and from my own experience this is a *Gateway to Initiation* whence Woden is the *Great Initiator* in his role as *Waendal.* This is thus a *Gateway to the Gods* as I have shown in a previous post, and the figure linked to the *Cosmic Joker.* The twin staves could have been spears originally, as we find on certain

Swedish bracteates and the Finklesham Buckle, but they can also be seen as a 'doorway' or 'gateway', an entrance to another world.

Feoh - Cattle

I have covered the Feoh-Rune again recently, but the meaning 'cattle' has a number of different layers of symbolism one of which I am going to look at here, one that I think has not been discussed here before. It is such a simple meaning which has so much symbolism. This follows from the post of 17th March 2016, *'Ur - Rune of the Vril-Force'* which linked the Ur-Rune to the Vril-Force.

In the post the name 'Vril' was seen as being taken from 'virile' by Bulwer-Lytton, though we do not know this for sure. Lord Lytton used this as the name of a mighty and terrible force wielded by an underground race which he referred to as *'The Coming Man'*, in the book of the same name. This power, it seems, was mightier in the hands of the female, though the roots connected to it are all male in polarity.

I will have to go over some of the things brought up in the aforesaid blog post in order to make this one clear. The term *virile* stems from the Latin *vir* meaning -

- power
- strength
- energy
- masculine force

From this we also get 'virtue' which was a sign of nobility and of the Divine Hero; indeed, the earliest Greek form of the roots of these terms actually meant 'Divine Hero'. This was the 'Demi-God' who was half-god and half-man, a god-in-the-flesh so to speak.

Having linked this to the Ur-Rune I am now going to link this to the Feoh-Rune as well. Both the Feoh-Rune and Ur-Rune are connected to 'cattle'; I mentioned in the post that in both Latin and Sanskrit *vir/vira* has been associated with cattle. The link between the Vril and the Feoh-Rune lies not only in the meaning 'cattle' but also in the Old Irish spelling of their term for *vira/wera* - *'fer'* giving us also *'fearg'* which was the 'Wolfish-Rage' linked to our Woda-Force. *'Fer'* means 'man'

but as with the other spellings this refers to the Divine Hero, and not to 'mankind' in general.

Just as the Ur-Rune shows the Horns of the Aurochs, the Feoh-Rune shows the Horns of the Stag. Here there may well be a subtle difference, for the Aurochs is the 'moor-stomper', i.e. roams the moors, and the Stag is more at home in the forests and woodlands. Feoh is the power of the woodlands and forests, whereas Ur is the power of the heathlands and the moors. I have shown before how Feoh-Ur-Thorn are connected together as a powerful force FE-UR-TH. We should look at these now -

FE - Has been associated with 'wildfire' as well as the Horns of the Stag, and also to Frey and Freya (Ingui). It is associated with Fire and Light. This is also the *Primal Rune.*

UR - This is a Rune of Origins (Primal) and of the Wild Aurochs (Ur-Ox) that roams the wilderness, or did roam the wilderness. It is the ancestor of our own cattle and thus the 'Primal Cattle'. It is symbolic of strength, of power, of might, and of the wilderness-force.

TH - This again is a mighty force since its Germanic Form - *Thuraz* - stems from the 'Thurs' or 'Giants'; it is also the *Hammer of Thunor* since Thunor/Thor is Goten-Joten (Thurs) and has the strength of both within him. This power is the Fylfot-Swastika too, and this is a turning-force of mighty power and energy, it is also a 'sending-force' and its power could be likened to nuclear-fission perhaps.

We can see here how these three are Runes of Power and Runes of Energy, all of them in some way linked together. But the power of *Vril* has been associated with the 'Third Eye' by Miguel Serrano who suggests this is the means of 'communication' with other worlds. Although Serrano would not have quoted Aleister Crowley the latter also saw the Vril-Force (he spelt it VRIHL) as being the seat of communication with other dimensions of being. Lord Lytton has none of this in his works, as far as my reading of the book goes anyway. Lytton's *Vril* is a powerful force of creation-destruction.

The Feoh-Rune can be seen as the Rune of the Vira, the Divine Hero, and its association with the element of Fire connects to this idea; Gandalf the Wizard had a ring called Narya which represented 'Fire'. He used the Feoh-Rune too, no doubt due to this association. The *Ferg* of Irish Mythology is connected to the famous Ulster Hero, Cu Cuchlainn and this is certainly the 'Wolfish-Rage' associated with

what we call the *Wod* or *Woda-Force.* Now, in the ALU-ULA Three Cauldrons the area around the Crown/Third Eye is linked to the Cauldron Odroerir, which links this area to the Od-Force or Wod-Force, and thus to the *Vril-Force.* It is, in fact, an area of 'excited activity', 'mental excitement' and of 'divine inspiration' etc. which could well link this to the point of communication with the Higher Powers.

The name 'Woden' or 'Wodan' means 'Master of Wod' which tells us that this god has mastered this Primal Force - the Od or Wod. An alternative name for *Vril* is the 'Odic Force'. It is perhaps not too well known that the root of *Wuotan - WUOT* - means 'all-pervasive' or 'all-penetrating' which refers to this Universal Force. This is connected to the 'Giant' named *Wade*, father of Wayland the Smith, since the *Root *wat* can refer at one level to water, i.e. to an all-pervasive 'fluid-like' force. The *Hvarena* (Persian) and the *Brosingamen Necklace* (Saxon) are both connected to the idea of 'Fire-in-Water

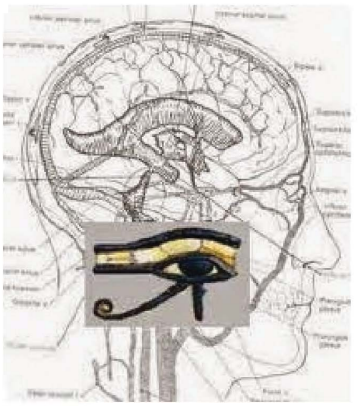
The Amber Nectar

In the ALU-ULA Exercise developed by the Ar-Kan Rune-Lag we make mention of the 'Nectar of the Gods' which is secreted after the 'Sacred Marriage' which takes place in the Higher Centre. This is interesting in view of certain things that I have just learnt from a source in Leicester. This involves the role of the 'Third Eye' in all this.

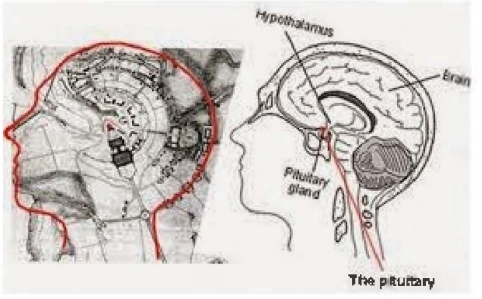
Firstly, it seems that scientists, in their efforts to experiment on anything that gives them 'knowledge' have found that in rats their Pineal Gland secretes DMT, the most powerful hallucinogen known today. This should explain to us why man has had to resort to the use of such substances as the *ayahuasca* plant used by shamans in Central and South America. When the Pineal Gland was active there would be no need for this, since the human body would naturally secrete such hallucinogens which would give visions to the shaman. This fact has not been widely published, nor has it been looked into.

Some yogis of India are said to go into a deep trance and force their tongue down the back of the throat in order to collect the substances secreted through their trance-state. This is said to have a 'sweet' taste, which we can see as the 'Nectar of the Gods'. It would seem that the 'Sacred Marriage' - at one level - is the 'marriage' of the Pineal Gland and the Pituitary Gland which somehow work together in this process. In the Chinese Tantra that I mentioned in previous posts a fluid is secreted that floods the body, this tasting like 'honey'.

In the ALU-ULA Formula the Ansuz-Centre is *Odroerir* ('Wod-Roarer') which is the cauldron containing the *Mead of Inspiration* - the 'honey-drink' of the Gods. It seems obvious that the Sacred Mead drunk by the Germanic-Norse and Celtic Folk was not just simple fermented honey but contained powerful forms of hallucinogen that would substitute for the loss of the power of the 'Third Eye', the secretion of the 'Nectar of the Gods' through the Pineal Gland and the Pituitary Gland.



The Pineal Gland secretes *serotonin* which is supposed to be linked to depression and other such moods when enough is not produced; having said that serotonin cannot be measured so this is just a theory. As seen above the Pineal Gland area is indeed very much like the *Eye of Horus* drawn in Egyptian Hieroglyphs.



The above shows the Pituitary Gland in the head, on the left being the Wewelsberg Order Castle as it was planned out to be when completed - which did not happen. This shows the Spear of Woden thrust into the Holy Graal, pointing at the area of the Pineal Gland & Pituitary Gland. The Pine-Cone was often seen at the top of the Caduceus, showing the link between the Fire-Serpent and the Third Eye.

It seems obvious that the movement upwards of the *Fire-Serpent* to the *Third Eye* involves the 'Sacred Marriage' (HE/SHE) which involves the balance of the Pineal Gland and the Pituitary Gland whence the *Amber Nectar* ('Nectar of the Gods' = Amrita/Ambrosia) is released. This is the *Mead of Inspiration* which is not just a physical drink made of honey, but is the secretion of the *Mead of Inspiration* in the physical body, but which takes place at other levels in order to release this.

From my own experience in the mystical experience/ Initiation that I undertook back in 1997 when the Third Eye opens everything becomes crystal clear. The mind is no longer in a state of wandering from thought to thought (symbolised by the hare/rabbit chasing around) but is clear and even in a dream-state thoughts can be controlled by the mind. This, I believe, is called *lucid dreaming,* and it can be brought about as I have seen for myself. This is something that will take years to master though and does not occur regularly.

Odroerir was the name of the cauldron or horn which contained the *Mead of Inspiration*, although there were Three Cauldrons with Son and Bodn. These, it must be remembered, contained the mead made from the Blood of Kvasir, whose name is related to the idea of 'fermenting' and thus to 'intoxication'. The *Odroerir-Centre* must be the *Centre of Wod* or the *Woda-Force* which itself relates to 'divine madness', 'intoxication' and 'divine inspiration'.

The *Eye in the Triangle* used as a Masonic Symbol and Illuminati Symbol must originally have been the 'Third Eye' since the Triangle is symbolic of this Higher Centre, the Inverted Triangle being symbolic of the Lower Centre. This is an ancient symbol and not necessarily 'evil' but which can be manipulated for evil purposes, as all symbols can.

We have to consider what an 'hallucination' really is, since it is today deemed something that is unreal, not part of 'reality'. But since today's 'reality' is fixed firmly in the physical, material world then anything else is dismissed as 'not being there'. Yet, our dreams are just as real to us whilst dreaming as our waking state

is real to us. So which is 'reality' and which is 'not reality'. Both are as real as the other, merely different states of *consciousness. Hallucinations* are just different states of consciousness, a different 'reality' that exists beyond (and above) our 'waking state'.

Secretions such as *serotonin* and the secretion of DMT from the Pineal Gland are merely a chemical reaction that takes place in the human body, but one which can alter our state of consciousness and in doing so can give us insights into different realities - different worlds of being. Mind altering substances were used by shamans and wizards to gain altered states of consciousness because they mimicked the natural secretion of such substances that happened naturally before the loss of the Third Eye.

Shamans in Central and South America use the plant *ayahuasca* as a mind-altering 'drug', and from their experiences we can see how this came about. It would seem that centuries ago a particular shaman had a vision in which he was shown this particular plant which could be used for this purpose. This would infer that this shaman had foresight and knew that the human body would at some future time not be able to produce the mind-altering secretions needed, and that a vision showed him what could be used, and this knowledge was passed down until the time that it would be needed by future shamans. This would have been at a critical time when such psychic powers were fading and the shamans needed to maintain this power, but having to use external substances to achieve altered states of consciousness.

Rune-Chants - Gealdor

We use the following rune-sounds within the *Ar-Kan Rune-Lag System* -

Feoh-Ur-Thorn-Os-Ken-Gyfu-Wyn

Haegl-Nyd-Is-Ger-Eoh-Peorth-Eolhs-Sigel

Tir-Beorc-Eh-Mann-Lagu-Ing-Daeg-Edel

Ac-AEsc-Yr-Ior-Ear-Cweorth-Calc-Stan

Gar

As you can see these are broken into four sets of AEtts, four sets containing eight runes each. The Gar-Rune stands alone as the *Sacred Centre* - the *Spear of Woden.*

These are the names that have come down to us from the Old English Rune Poem so we have used them as they are. However, for rune-gealdor (rune-chanting) we have found that these do not really fit the idea of chanting since many of them are single-syllable sounds. Two-syllable sounds seem to work better, and in line with this I am going to suggest the use of the following sounds, still retaining the essence but recreating them using the Elder Futhark as a guide.

Feoh/Fehu-Uruz-Thunaraz/Thurnu/Thuraz-Oski-Kenaz-Gebo/Gyfu-Wunyo

Haegl-Naudiz-Isa-Yeara-Eiwhaz-Peorth-Eolhaz-Sowilo

Tiwaz-Berkan-Ehwaz-Mannaz-Laguz-Ingwaz-Dagaz-OEdel

Acaz-AEsciz-Yruz-Ioraz-Earaz/Earthaz-Cweorth-Calcaz-Stannaz

Garal

I have made certain key changes to this because I feel that some of the rune-meanings do not quite fit with our *weltanshauung.* No doubt this will be open to criticism but I see no need to retain stuff that is not what we need or seems rather out of place. I am going to go through the runes and give reasons for the changes.

Feoh/Fehu - This rune may be better used in either version according to the use needed for the runes; *fehu* is the Proto-Germanic word for 'cattle' whereas *Feoh* can also be 'light', 'fire' and 'fight' which is an alternative meaning.

Uruz - this needs no explanation and has been substituted for *Ur*, both have the same meanings.

Thunoraz - This is the Proto-Germanic root-sound for 'thunder' and thus for 'Thor'. *Thurnu* is the Proto-Germanic root-sound for 'thorn' which replaces the Old English form. *Thuraz* stems from *Thurs* which is a name of the 'Giants' and may be the 'Joten', although we do not really know if they are the same or different aspects of the same. We get 'Thursday' from 'Thurs-day' though some derive tis

from 'Thunor's Day'. In this respect I feel that we should leave this one to the individual to use as they feel right. Whichever rune is used would invoke the power of the sound - an important point to note in using the rune-sounds.

Oski - This is a very difficult one since the rune-name *Os* can have two distinct meanings, one from the Germanic source (*Os = Ash-Tree*) and one from the Latin source (*Os = Mouth*). We can assume that the Old English used *Os* in a different sense than the Germanic for 'Ash-Tree' since the later *AEsc-Rune* means 'Ash-Tree'. This is no doubt why this rune is said to mean 'mouth', so we have kept this as it is but added the -ki making 'Oski' which is a by-name of Woden.

Kenaz - Keeping the same root-sound as 'Cen' but using the hard 'K' to differentiate from the 'C' which can be a soft sound.

Gebo - This is the Proto-Germanic form for 'gift' which is a later variation; either form could be used however.

Wunyo - The Old English *Wyn* may have been pronounced 'woon' as in the word for 'king' - Cyning. It is thus easier to spell the name 'wun-yo' to make the sound clearer, where the 'u' is 'oo'.

Haegl - I see no need to use the form *Hagal* here since the 'g' would be silent anyway; thus *Hae-gl* would be used as two syllables and pronounced 'hay-el'.

Naudiz - This is the Proto-Germanic form which is older than the Old English; it should be mentioned that all of the meanings related to 'need' were originally forms used to mean 'death', something to think about when using this rune-stave. This is probably where the 'Nithing Pole' stems from since it is a 'Cursing-Pole'. It is also likely to be connected to the dragon-serpent Nidhog which lies at the bottom of Yggdrasil.

Isa - This is obvious, merely adding the '-i' so as to form two syllables.

Yeara - I see no reason to use the form *Ger* since we all say 'year' and this rune does not bear the 'G' sound as does 'Gyfu' and 'Gar'.

Eihwaz - This form is closest to the ***IE Root *aiw-*** which refers to the 'Life-Force' and also to 'Eternity'. This is a force that is beyond Time and Space and works in Eternity and the Infinite. The sound 'Eoh' is merely a variation.

Peorth - (Spoken 'Pey-orth' as two syllables) - I have retained this for good reason, since very few rune-workers have ever really given a truly valid meaning to this rune - it is still a 'mystery' really. We see it as the *Rune of Wyrd* ('Weorth') and also the rune-stance used when playing the Taefl-Board, also representing the 'Dice-Cup' used for this game (originally, that is). There seems little sense in changing this to 'Perthro'. There are some interesting meanings to the root from which 'worth' stems -

- High raised spot (wart).
- To raise, to lift, from which stems the word 'aura' from the Greek meaning 'breath'.
- To turn, to wind, to coil, from which we get 'to become' and the *OE Weorth* meaning 'worth'. The ***Root *wergh*** means 'to turn' and gives rise to roots meaning 'to strangle'. This also gives rise to the ***Root *wrmi-*** meaning 'worm', giving *OE wyrm* and *Germanic *wurmiz*.
- To perceive, to watch out for, giving rise to our 'aware'.
- To cover.
- To burn.
- Squirrel through Latin *viverra* meaning 'ferret'.

Wyrd is indeed 'becoming' and also connected to 'worth' which is the basis of *karma* but rather different in many ways.

There are also some interesting root-words stemming from the ***IE Root *per-*** as shown below -

- 'Forward', 'through' in the sense of 'in front of', 'before', 'early', 'the first', 'chief' etc.
- 'Around' or 'Beyond'.
- 'Forefather'.
- 'To further' i.e. 'to improve'.
- 'Before' or 'forth'.
- 'Former', 'higher' or 'superior'.
- 'First' or 'foremost'.
- 'Going before'.

- 'To lead', 'to pass over'
- A crossing over, a journey (to fare).
- To try, to risk in the sense of 'to lead forward' or ' to press forward'.
- To strike.
- To sell.
- To get, to beget.

The Latin *parcae* stems from the ***IE Root *pera-*** and here is a direct link with the Wyrd Sisters or Sisters of Fate who are certainly linked to this rune.

We should also consider that the rune-stave is shaped like the Berkan-Rune 'opened out' and since the Berkan-Rune shows a pregnant mother-to-be this is this mother giving birth.

Eolhaz - The sound-change is very subtle and makes hardly any difference from *Elhaz.* However, the use of the term 'wounds' infers that this rune should be sounded as *elk-az* since the ***IE Root *elk-es*** means 'wound' from which we get the Latin 'ulcer'. This could relate to the Elk as symbolic of protection and defence. The 'h' sound may have been much like the use of this letter in Germanic Tongues sounded as the *ch* in Scottish 'loch'.

Sowilo - The ***IE Root *saawel-*** means 'sun' and this is where 'Sowilo' comes from; this is usually said also to relate to 'soul' and thus a play-on-words which has some sense in it.

Tiwaz - The form 'Tir' is the Norse name for 'Tiwaz' and the reason why it occurs in the OE Rune Poem is not known; we can use this in its original Proto-Germanic form as 'Tiwaz'.

Berkan - The birch-tree is named after the ***IE Root *bherag-*** which means 'to shine' 'bright', 'white' etc. This becomes the ***PGmc Root * birkjon***. There is another variant of this in the ***IE Root *bherak*** meaning 'to shine' or 'to glitter'. These all describe the Silver Birch with its 'shining' bark, but they could also refer to the Moon through the link between 'silver' and the Moon.

There is also an ***IE Root *bhergh*** meaning 'to hide' or 'to protect' and also 'to bury', as well as meaning 'high' as in a 'berg' or mountain. The Old English *burgh* is linked to a mound and *burg* to a 'town' or 'fortified place', though the latter

does suggest that originally this was a fortified place upon a hill or mountain. These were originally hill-forts.

Ehwaz - the form 'ekwo' is the original IE Root and Ehwaz is the Proto-Germanic form of this.

Mannaz - obvious, just adding the -az sound on the end to form a two-syllable form.

Laguz - the same.

Ingwaz - and again, and since the original form seems to be *Ingui* this makes sense.

Daegaz - we retain the *ae* dipthong sound.

OEdel - We already have an 'e' sound and also an 'o' sound so using the 'oe' dipthong makes some sense. The original ***IE Root *at-al*** is the root from which this developed.

Acaz - we have added the *-az* ending.

AEscaz - as above, but retaining the root-meaning of 'ash' because (like 'Ansuz') this refers to the Ancestors.

Yruz - Formed as 'Ur-uz' and sounded 'ooruz' rather than 'ur-uz'.

Ioraz - This is a very difficult one since the rune-name *Ior* can be found in *Iormungand* where the sound *iormun* is similar and related to *ermin* and *Irmin*, all of which seem to relate to 'mighty' and to 'strength'. We find this in *Eormenric* which would mean 'Mighty Ruler'. I find it wise to merely add the '-az' sound to this.

Earaz/Earthaz - Again this is a very difficult one since again we have little to go on except a link to the 'earth-grave' and thus to 'earth'. There is an ***IE Root *er-*** meaning 'earth' from which this no doubt stems. And yet the sound ****ar*** means 'eagle' and this too can be related to this rune - the OE word for 'eagle' is *earn.*

There is also a ***PGmc *raizjan*** meaning 'to raise', 'to rise' and 'to arise' which adds meaning to the rune itself.

Cweorth - The meaning of this rune is very uncertain, but some link it to the Celtic Ogham *Quert* which is linked to the 'apple'. The 'cw' becomes 'qu' which logically links the two together. We have an ***IE Root *gwer-*** which has the following meanings -

- 'Mountain', but originally linked to 'coming from the north'.
- 'Heavy' from which stems the OE *cweorn* meaning 'quern'.
- 'To favour'.
- 'To swallow', linked to the throat.

These meanings really do not help much I am afraid; we should now move to the alternative *Sweorth* meaning 'sword'. Here the root-meaning can be seen in one of the meanings to the ***IE Root *swer-***

- To speak, to talk, whence the Old English *swerian* meaning 'to swear'.
- To buzz, whisper (imitative) giving us our word 'swirl' and 'whirl'.
- To cut, to cleave giving the Old English *sweord* meaning 'sword'. We have to note that this does not actually give us the rune-name *sweorth*, so a 'scribal error' would seem to be an inadequate reason to view the change from *Cweorth* to *Sweorth.* More likely this has two distinct meanings hidden in one form of the word.
- Heavy - it should be noted that here we do have a link between the word *Cweorth* ('heavy') and *Sweorth* ('heavy').

Since this rune-name seems to have two distinct meanings I am going to stick my neck out here and suggest a third - ***PGmc *swarta-*** which gives us Old English *sweart* and German *swart* both having the meaning of 'black' or 'swarthy'. The reason I have suggested this is because of the link between this rune and the *Long Man of Wilmington* which seems to be linked to one of the Grail Legends, and this particular legend mentions a huge black man who appears at this site, this being the 'Wild Man of the Woods' known in Germanic and Celtic Myths.

Calkaz - The ***IE Root *kal-*** gives us 'cup' or 'chalice' and the Latin *calix;* the root can also mean 'beautiful' or 'hard' and gives rise to the name of the Celtic Sword 'Excalibur' and the Latin *Caliburnus* meaning 'hard'. The root-meaning 'cup' actually comes from the Greek *kalux* meaning 'seed-vessel' or 'cup' which

somewhat changes the equation. The meaning of this rune could thus be related to the 'pouring' out of seeds onto the Earth, and thus to 'seeding' or giving new life. Also, there could be a connection with the 'Water-Bearer', symbolic of the Age of Aquarius, who pours out the water from his pitcher onto the Earth - Seeds of Rebirth?

We have a link to Kalki Avatar here and to HelgiH since the ***PGmc Root *hal-*** is the equivalent to ****kal-***. Kalki 'descends' to Earth as the term 'avatar' tells us, for it means 'to dive' or 'the diver' whose symbol would obviously be the 'dove' which is the 'diver' and not originally applied to this bird. We also have the link with Kali and here there is a link to the last rune - Cweorth- since 'Kali' is not only 'Time' but also related to our word 'coal' which is black or swart. We have a kind of paradox here since the Latin *calx* means 'chalk' which is white and the link to black through Kali.

Stannaz - We have merely added the *-az* to the word 'stan' meaning 'stone'. There is one point here that is interesting and that is the ***IE Root *(s)ten*** which means 'thunder'. The 's' seems to have been dropped from this at some time.

Gar-al - I have changed this to link it to 'graal'; there is an interesting ***IE Root *garwian*** which gives ***gar*** giving us the Old Norse *gera* meaning 'to make do' and the noun-form **garwi* meaning 'equipment', or 'adornment' or 'gear'. The spear is thus 'equipment' but the rune-stave itself is made up of the Ing-Rune and Gyfu-Rune making 'Gift of Ing' and G-ungn-R. The suffix ****-al*** or ****-el*** means 'light' which fits so well with the meaning Gar-al - the ***Spear of Light*** (this is borne out by the *Spear of Lugh* - one of the Four Hallows - which is the *Spear of Light*).

This is a very difficult subject to tackle and no doubt the rune-names will be changed again when new ideas come to light - which they invariably do. We should not be afraid to change, nor to admit mistakes when we make them. The truth is what matters, and we have to strive for this as best we can. We also need to remember that *proto-* merely means that the words are reconstructed from the material available, and invariably means speculation on the part of the scholars who do this work. This cannot be avoided since we really do not know for sure, though scholars that tackle this do so using certain 'laws' of letter-changes and sound-changes to try to be as accurate as possible. But again, we have to consider that these academics use logic alone, and sometimes the use of intuition

and 'occult' techniques can be just as valid as logic. Roots with the same sound are often considered to give words with different roots, but there is a case for seeing sounds as forming links between different words with different meanings. Also the use of play-on-words as seems to be the case with *Peorth* and *Cweorth.* The word 'ash' can be either **as* or **os* which suggests a reason why these two were differentiated by using *os* and *aesc* in the OE Rune Row, the former used for 'ash' and the latter for 'mouth' (using the Latin meaning). We need to stick to the FUTHORK rather than the FUTHARK for the 33-Rune Row.

Edel Rune - Blood & Soil

It always seems controversial when you give the meaning of the Edel-Rune as *Blood & Soil*; yet this is the best way to describe this rune. There are various rune-sounds given to this -

Odal

Othala

Edel

Ethel

If we trace this back to its original root this is - ***at-al*** - the Indo-European Root-Form which means 'race'. There is also an Old Icelandic ***athal*** which has two meanings -

- nature, disposition
- chief, head, principle

'Nature' or 'disposition' means 'inherent nature of something' meaning the essence of something such as the inherent qualities of a man. These are the qualities that an individual possesses, but can also mean the qualities that a tribe, nation or race possesses.

The terms 'chief', 'head' or 'principle' ('first') refer to someone in supreme authority such as a Tribal Leader, a King or a Ruler of some kind. This is where we get the meaning 'noble' from and words such as the Old English *AEthelinga* which refers to 'nobility' or 'aristocracy'. Note how near the Old English *AEthel* comes to the original ****at-al***. Thus both the Old English and the Old Icelandic come closest to the original form.

The term 'inherent nature' refers to the 'Blood', and the alternative meaning of 'Ancestral Homeland' refers to the 'Soil' - hence the term *Blood & Soil.* But we use the meaning 'Ancestral Homeland' in a specific way since we regard our 'Ancestral Homeland' as being the ancient land of *At-al-land*, which I spell this way because it is thus easy to see how it is made up of -

at-al = race

land = land/homeland

Thus meaning 'Race Homeland' or 'Racial Lands' which is where our Folk developed in the far distant past. Whether this is the lost *Atlantis* matters little since the name serves for an *Archetypal Myth* and we do find the name *Atland* in the Oera Linda Book. This can also be spelt *Altland* or *Aldland* which presumably stems from 'old-land' but which, I feel, may well be a misinterpretation of the original, or even a double-meaning given to the word by ancient seers.

There is also another meaning given to the *Root *at-al* and that refers to 'man' and to 'over' or 'beyond', hinting at the *Overman (Superman)* or the *'man who goes beyond'* which refers to the evolutionary-drive towards immortality, going beyond the human state as we know today.

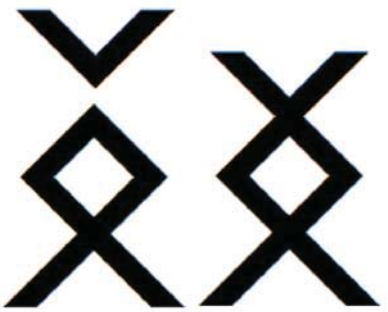
The rune-stave as shown above (work of Hamasson) tells us that the Edel-Rune is made up of two Sieg-Runes back-to-back, and in this case one white and one black - Black Sun-White Sun. This is also the 'Union of Opposites' which, within our own Wodenic Lore, has to be the 'Sacred Marriage' that takes place, after

which the Initiate goes beyond in order to create the ***Absolute 'I'*** (Miguel Serrano).

It is important to note that this is one of the runes that has the hidden meaning of *'Gift of Ing'* being a bind-rune of Gyfu and Ing (Elder Futhark). The Ing-Rune is also a bind-rune of -

- Two Gyfu-Runes
- Two Edel-Runes

The Ing-Rune is the *Rune of Blood* (DNA Spiral) and it would seem that some scientists now believe that within the DNA is an encoded 'survival gene' which means that the survival of one's Folk is encoded in our DNA. Seemingly, those who betray their Folk and Nation do so because they have lost this 'survival gene' or perhaps it has been mutated through their stance on self-destruction, which is what they do - self-destruct. The Ing-Rune also has the meaning *'Gift of Ing'* through its bind-runes of Gyfu and Ing. The two Edel-Runes make this a symbol of the *Divine Twins* joined at the head, a symbol that is very ancient I believe.



The Ing-Rune with the 'crown' of the 'Crowned and Conquering Son' which Hamasson pointed out. This also adds a Germanic Kenaz-Rune to the Edel-Rune which relates the whole thing to 'Fire', kingship actually being related to 'Fire'. This is not only a physical 'crown' but also the *hvarena* which is the 'Fire of the Aryan Race'. In the stave shown on the right we have the Kenaz-Fusion version of the Ing-Rune - again 'Fire'. In fact, within the Ing-Rune we do have two different forms of 'fire' -

- Fire as the physical form.
- Fire as the 'action', i.e. the Inga-Fire or Agni-Fire. This is the 'element' known as 'fire'.

The 'crown' on any 'holy man' can be seen as a *Halo of Light,* a bright golden ring around the head. This is the 'Crown of Glory' or the *hvarena* which is the sign of true Sacral Kingship. We are back to the Old Icelandic meaning of 'chief', 'head' or 'principle'.

The ***Aryan Root *at-al*** gives us variations of names given to women, all names based upon this rune, and all having the meaning 'noble' -

Adelle

Adela

Edele

Adelaine

We should also remember that the two versions of the word using either 'd' or 'th' are merely slight alterations in the sound. Sometimes I write this as 'dh' which may come closer to the original sound - where the 'd' is sounded but with the lips as 'th'. If you practice saying 'd' you will notice that the tongue touches the upper part of the mouth, but when doing the 'th' as in 'thin' it touches the teeth with the sound at the back, but 'th' as in 'the' is the same but sounded at the front of the mouth. If you touch the teeth and sound 'd' we get 'dh', the sound in between the two.

This is a variant of the Edel-Rune, usually called the *Erda-Rune,* the name suggesting the 'Earth' or 'Mother Earth'.

The Mother Rune - Nine Glory-Twigs

This is the original 'Nine Glory-Twigs' which is just one version of this 'Mother-Rune' since Hamasson re-drew this in a way that makes a continuum from the Armanen Runes.

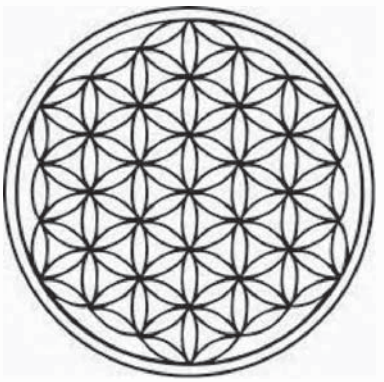
At our annual Nottinghamshire Folk-Moot I did a short seminar showing the 'Mother-Rune' in the form above. This uses nine 'sticks' or 'Glory-Twigs' placed

within a hexagon-shape. From this shape all 33 Runes can be found, thus forming the 'Mother-Rune' out of which the runes are drawn.

This carries further the form that Hamasson drew since it places the whole structure inside a hexagon. This creates the 'Seed of Life' and the 'Tree of Life' and is in total balance. The figure is very interesting -

- There are 24 triangles within the whole.
- The central hexagon is the Hag-All/All-Hag of the Armanen System.
- The central figure, as well as the Hagal-Rune, is the Gar-Rune.
- Alternatively, the central rune can be seen as the Germanic Ing-Rune.

The figure can be used as a Mandala by making it out of wooden staves - nine long staves and six half-staves. To make this even more effective either glue the pieces into place or make the wood with a diameter wide enough to drill a small hole and pin together with suitable pins. Gluing would be the easiest since the pins would need to be different sizes. To make this effective it should be made with 9 inch staves for the 'twigs'. The others will be half that size.



Tree of Life

Kan - The Fire Within

In *The Wisdom of the Serpent* (Inglinga Blog) I outlined a number of points concerning the evolution of Man, points concerned with the *Creative Life-Force* and the *Serpent-Force.* Whilst doing this it occurred to me that the 'Gift of Ing' was not only 'Fire' (Ken) but also the Serpent (Kan). On the same subject there is also another connection here, that of kingship (Kon). Thus we have -

Fire - Ken

Serpent - Kan

Kingship - Kon

For the sake of ease and clarity I am going to use the term *Creative Life-Force* although this has many aspects which include the Kundalini-Force or Serpent-Force. It would seem to be the case that the *Hyperboreans* and their descendants the *Aryans* possessed an abundance of this *Creative Life-Force*, and this later applied to the Kings and Aethelingas whose powers derived from this *Sacred Force.* Since the Persians knew the force of kingship to be the *Hvarena* we can see that this is associated with *Fire* and *Light*. I have also associated this with the *Brosingamen Necklace* or *'Necklace of Fire'* which was the property of the Goddess Freya.

'Torch is known to each living being by fire, radiant and bright, it usually burns where aethelingas rest indoors.'

Old English Rune-Poem (Ken-Rune).

This version is that of Steve Pollington who is an expert on the Old English Tongue. The one point that I would like to mention is that the original in Old English has *cen* and not 'torch', thus it is assumed that the 'torch' is meant, but this could be seen as symbolic rather than literal. Indeed, the whole of these verses could have two meanings (or more perhaps). Yes, the place where the nobles rest would be lit by a 'torch' but the verses could also be seen as representing the 'resting-place' of the noble when he has died - the Burial Mound. In which case this 'fire' - 'radiant and bright' - is the *Elmes-Fire* which is the 'Fire of Kingship' that lives on, that dwells within the Burial Mound as the 'Living-Fire' of the Arya or Noble. The verse is in reality one concerning 'fire' on its physical level, hence the use of the term *fyre* but with such old works there are also hidden meanings, and the *Inga-Fire* should be assumed as an alternative working at a different level.

Steve Pollington has also translated this as 'where nobles rest indoors' (last verse) which is far better than the normal translation of 'aethlingas' as 'men' or similar, since the emphasis should be on the 'noble', indeed, since we are concerned here with the Rune of Kon - Kingship. But the last line has 'there aethelingas rest in' which can be interpreted as 'indoors' or within the Burial Mound. The arm of the Ken-Rune points downwards in this version, pointing down to the Earth - this is important.

In regard to burial it is invariably the case that the aethlinga or king is buried with his belongings around him, which would seem rather strange if we did not understand that there is not merely a physical world. We can assume here that the 'next world', the world where the individual's spirit moves after death, is a kind of 'parallel-world' to this one and that in the case of the king he needs his regalia and weapons since he takes on the role of the 'Leader of the Wild Army' in the next world. Now, we should of course not see this as needing the physical weapons and regalia, so we have to assume that these weapons possess a certain ***energy & power*** that lives on within the physical form but which can be transferred to the 'next world' by his having them with him when his spirit leaves the body and moves into the Other-World (Valhalla).

It seems that Woden has more need of his chosen Warrior-Heroes in death than in life. Their power is manifoldly increased on death, and their spirit lives on within the burial-mound as a form of *Fire & Light* that is also perhaps a protective-force. This is symbolised through the Ken-Rune or Kan-Rune and the ***Pine-Torch***.

It is indeed usual to see this as a 'Pine-Torch' and thus it can be equated to the 'Pineal Gland' and the 'Third Eye'. We have an association between the 'Third Eye' and 'Fire, and this is through the *Fire Serpent.* Earlier I used the term *Elmes-Fire* which is one that became 'St. Elmo's Fire' and which is used for a 'natural phenomena' but which was originally more like a *Spiritual Fire*, and 'St. Elmo' was a blacksmith. The term was used deliberately since the First Man was *Ash* and the First Woman *Embla*, the latter usually translated as 'Elm', hence the connection here - Elmes-Fire. The Serpent-Force or Kundalini (Kun) is a Female Force and is related to Shakti in Hinduism, and to Freya in Wodenism. This has to be linked to the *Brosingamen Necklace.*

Many years ago my ex-wife and I camped at Wayland's Smithy for a night whilst travelling around Oxfordshire and Wiltshire visiting some of the many ancient

sites around the area. We had set up a tent for the night and lit a small fire, and sat down before the fire with a horn of the Sacred Mead. On the site were another couple who were of the 'New Age' or 'Wiccan' type, a man wearing a T-Shirt with a pentagram and a woman that turned out to be the owner of a 'New Age' shop in Wantage. We started talking to them and I offered the woman the Mead-Horn to try this mead, which she had not drunk before (most of these use 'apple-juice' or similar from my experience), and she noticed the leather band around the horn bearing the runic form - ALU. She asked what this was and meant and I told her it was sounded 'ALU' which obviously shocked her from the expression on her face. It turned out, as she told us, that she was a 'medium' and had come to the site a week earlier where she 'saw' a tall warrior-figure bearing a shield and spear, he was tall with blond, plaited hair and blue eyes, and he repeated over and over to her - ALU-ALU-ALU....

From this we can deduce that this Magical Formula is related to some form of Ancestral Power since the figure was obviously a Guardian of the Burial Mound, a site linked to Wayland the Smith. It is certainly not clear why this Runic Galdr was spoken to her, but no coincidence that we turned up a week later at the same site to be told this tale. We were meant to know of this and there has to be some form of link to Wayland the Smith - it would seem. We have used the site for over 40 years now, through Odinism and Folkish Wodenism, and it has a great deal of power in it, which can be felt when one is there at the site. It would also be a place where the Ancestral Heroes would be awoken since it has been used at the Ancestral Rite in November since the first time we held a Folk-Moot there.

The only link I can see here is the 'Fire of the Smith' or 'Willed Fire' which is symbolised in the Ken-Rune. We should here extend the meanings of this rune-

Fire	-	Ken
Serpent	-	Kan
Kingship	-	Kon
Kinship	-	Kin
Knowledge	-	Ken

Kundalini - Kun (Female Fire in the 'Cun-t', which is an Old English word).

Koen - The Pine Cone - Pineal Gland.

ALU could be the Magical Force associated with the Burial Mound and with 'death', since the formula has been found on burial urns, as the one in Norfolk which contained the ALU-ULA Formula. Here I would like to consider a link to the ideas in *The Wisdom of the Serpent* since we have a two-way movement of ALU - ULA, a movement like the 'Churning of the Ocean' or the 'Kindling of the Need-Fire (which has the same motion), or even the movement of Ratatosk up and down the Sacred Tree. It also reminds me of certain symbols which when 'swirled' in one direction, show an opposite movement to the original symbol, something hard to explain.

We need to move on now to another important point, and that is the role of Ingui as a *Fire-God.* Although the Ing-Rune has been seen to symbolise the 'Beacon Fire' very few rune-workers have actually associated him with Agni or with Fire. We need to look at Agni in order to understand more of Ingui -

- Matarishvan brought Agni (Fire) from heaven, given as a gift to the Bhrigus who concealed him in a wood (wood used for the Need-Fire), brought him forth and gave him to Manu. *Both Agni and Manu are linked to Hama-Heimdall, of course.*
- Another account has Atharvan drawing Agni forth by friction, this is the Atar of Persian Lore. The Sanskrit *athare* means 'flame' and *atharyn* means 'blazing'.
- Agni is *Apam Napat* - 'Son of the Waters' and is thus 'Fire-from-Water'. He is the Lightning and the Sun.

We know that Sheaf is another name for Ingui, and that Sheaf is associated with Fire through the 'Fire-Taper' he bears, holding the fire created from friction. There is an Old English ****al*** related to 'anneal' and to 'fire', and we see the relationship here with ****alu***. This stems from the ***IE Root *ai*** ('to burn') and from ****ai-lo*** which gives us the OE ****al***. There is a Germanic form ****ail-***. Is there thus a link between the ALU-Force and the Inga-Force of Ingui? This is actually suggested when we consider the 'synchronicity' of the warrior-figure at Wayland's Smithy, especially as we have the links between ALU, the Fire of the Forge, and the Burial Mound of the AEthelinga.

Sheaf, and thus Ingui, is associated with the *Swan* since he rides the waves in the *Swan-Ship.* Zeus took the form of a swan to couple with Leda and thus father

Castor and Pollux - the Divine Twins. Interestingly, the sister of Hengest and Horsa was said to bear a name meaning 'Swan', another association between the Swan and the Divine Twins - and with Sheaf-Ing. The Swan's Wings can be found at the top of the Saxon Irmuinsul, and the Swan has long been the symbol of the Highest Initiation - Pure Consciousness. The Aswins are associated with the turning of the Pramantha (Swastika) which kindles the Need-Fire - i.e. creates the Agni-Fire. We have so many interlocking ideas here all based around the Sacred Fire or Inga-Fire. The Divine Swan in certain mythologies is the Divine Bird that uttered the 'Divine Sound' which brought the universe into being. This is associated with Cygnus the Swan, and thus to the Long Man of Wilmington.

This post is a little bit confused maybe, as I am having to skip from one thought to another as these enter the mind, so bear with me and I hope that there will be a link between all of these ideas by the time it is done, or someone else may have to make that link. There is also another link to the 'Serpent' through what is term the *Woevre Serpent*; On various occasions Miguel Serrano mentions the *Woevre Saelde* and I think he equates the name *Saelde* to Isolde of 'Tristan and Isolde'. Again, this 'serpent' is associated with the female and originally, no doubt, to a Goddess of that title. There thus seems an importance in this female aspect and role of 'fire' and its association with the Ken-Rune. We should here consider the *Serpent-Force* that pulsates across the Earth, also known as the *Dragon-Force.*

The Goddess Freya is not only associated with the 'Necklace of Fire' but also with the Seidhr Witchcraft which (at one level) is associated with 'Fire', since the word is related to 'seethe'. It is a fact that meditation, visualisation and intense concentration lead to a burning sensation along the spinal column ('Mount Su-Me-Ru'). I am beginning to see the link to this Sacred Fire through Woden as the god who 'shortcuts' the evolutionary process, since he is associated with Rudra-Shiva who is shown doing the Fire-Dance or 'Dance of Destruction', but whose role is really 'Destruction to re-Creation' linked to fertility and new life through the role of the Wild Hunter-God of Germania, whence the reason the last sheaf of corn was left out to 'placate' this force. An 'uprush of fire' is needed at this time, whence the *Initiates of Fire* must arise (incarnate) in order to use this force to 'push' this evolutionary drive.

If we see the *Fiery Serpent* as moving upwards to open the Third Eye then what happens is that the individual reaches higher to a state of *Pure Consciousness* but also to a state of *Cosmic Truth.* In some subtle way *Fire* is the 'Agent of Truth'. Light and Fire go together like peas in a pod, the Sun is both Light and Fire. Thus the result of the rising of the *Fiery Serpent* is en-light-en-ment or 'illumination'.

'Woden is the Horned One, the Mystic Initiator into the Light of Higher Consciousness, who wields the Lightning-Bolt of Spiritual Illumination (Trident of Rudra-Shiva). He is the Leader of the Divine Revolt against the tyranny of the Demiurge, descended to free the Divine Soul imprisoned in the darkness and ignorance of this world ruled by the Demiurge.'

The key to the awakening of the *Fire-Serpent* is a reversal of the flow of perception, thought and libido, moving backwards to the source and origin. This is the *Left-Hand Path.* 'Kundalini' can be rendered as the *Kyndill-Force* using a northern root; this term is related to 'candle' and thus to 'light' and 'fire'. The term 'Kundalini' stems from the following -

kund - 'to burn'

kunda - 'to coil' 'to twist', or 'to spiral'.

Woden is associated with *wind* which is a 'blowing of the spirit'; and yet he is also seen as being the 'Master of Woda', mastering the force of 'divine madness', 'intoxication' and 'fury'. To understand this we need to look at the 'Holy Trinity' of the North - Woden, Will & Weoh.

Woden - 'Divine madness', the 'Master of Woda', 'ecstatic inspiration', 'intoxication'.

Will - The Will.

Weoh - this is the Vayu of Hinduism who is associated with the 'wind' and with the 'spirit'; his name relates to the concept of 'divine', 'holy' or 'sacred', and from this comes the 'Holy Spirit.

Through the associations we have of Woden we can clearly see his links to 'Fire' and to 'Heat' since these are both the trait of the Warrior-God and the Fertility-God (Woden-Ingui). Since the origins of the term ***wuot** lie in the meaning of 'all-pervasive' and 'all-penetrating' this refers to the *Cosmic Creative Force* which is thus associated with 'Fire' and 'Light' - and as shown before, to the Serpent. The fact that the Votan of the Americas is of the Race of Chan - the 'Race of the Serpent' further underlines this point.

Putting this together we can see that *Initiates of Fire* must arise at this time because fire is *energy, force* and above all - *movement of force.* This is the counter-force to the entropy that rules the world today, to the Forces of Entropy that have locked us into the material world, chained to matter and forced down into the inert 'masses'. This *Sacred Fire* is invoked through the use of the Ken-Rune or Kan-Rune. This *Fiery-Energy* or *Fiery-Motion* is symbolised by the Fylfot-Swastika with its turning-movement, moving 'widdershins' against the normal flow (like the Salmon swimming against the current) to invoke the Fire-Serpent.

The movement of the Fylfot-Swastika is 'widdershins', flowing against Time, but is also a ***spiral-force*** drawn in a two-dimensional form; this symbol is thus the means to move the *Creative Energy* from one world to another, to bring this energy into our world from the Other-World. This symbol is made up of 4 x Germanic Kenaz-Runes. It is also made up of 2 x Sieg-Runes. With these new ideas in mind I am going to re-examine a passage that I have quoted before in one of my books -

'He (Gurdjieff) said that from time to time from another world - 'from Above' - a Sacred Individual is incarnated in human form with a very high and special mission, the working of which is not visible in this world and which can only be perceived by the disciples or companions who are specially prepared. This mission is not performed in this world except in so far as the being who is engaged in it is incarnated in human form. A certain possibility is introduced from a realm where the impossible does not exist. It is something new which doesn't belong to the cause and effect of this world, and therefore changes the entire situation. The doing of this and how it is done is unseen; but, in general, it is necessary that something should be seen, manifested, so that the particular new thing should be able to operate in the visible world amongst people with ordinary

perceptions. It is to fulfil that second part of the mission that the Sacred Image is created and this Sacred Image has unlimited power in it, because its source is beyond the existing world. That Sacred Image we see as the founder of a religion, as a prophet or as an Incarnation of God, who introduces a new hope into the life of man.'

J.G. Bennett.

The term 'another world' or 'from Above' means the same as what I was talking about in *The Wisdom of the Serpent* since it refers to the *Archetypal Realm* in which 'the impossible does not exist' and which 'doesn't belong to the cause and effect of this world'. The 'Sacred Image', of course, can also be a very powerful symbol -

This symbol is the link between the two worlds, through which the Creative Energy is drawn into this world, and which has 'unlimited power' because the source is 'beyond the existing world'. The 'possibility' spoken of here refers to the evolutionary 'short-cut' which is made possible through the entry from 'Above' of a Force of Movement that will break the chains of entropy and thus allow Man to evolve through his own efforts. The workings of this are 'unseen' which tells us that the workings of this are done by 'Higher Powers' working from 'Above', powers that guide the Divine Mission of the Initiates that are involved in this working.

The 'Sacred Individual' or the 'Incarnation of God' is the *Aryan Avatar* who 'descends' ('from Above') and is 'incarnated in human form'. The 'certain possibility' is that of the evolutionary drive towards the *Superman* which again is introduced 'from Above' - 'from another world' - from the *Archetypal World* or *Astral Realm.* This 'Sacred Individual' can also be the 'founder of a religion' or 'a prophet' and such figures will often come prior to the incarnation of an *Avatar.*

The process, though not stated here, needs an 'uprush of Fire' in order to create a movement of change, the 'Third Force' needed to tip the balance of equal forces that create stasis.

Modern scholars of the 'Out-of-body-Experience' or the 'Near Death Experience' have come to the conclusion that the Astral Realm is similar to our world, but that the same laws do not apply, and that the higher the realm the easier it is to create with the 'Mind', or in other words creation is done through *Magic.* This is the key to the Magical Arts. This should be borne in mind, since the creation of the *Astral Body* is thus an act of Magic.

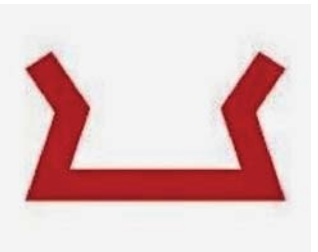
Near to where I live is a place called Lewes which has a Spiral Mound on which a cross is placed at Easter, not the original symbol used of course. There is a spiral path going up the mound, and this is usually called a Troy-Burg or Walburgen, named after a Goddess (Saint?) named *Walburg*. This would have been connected to April 30th - Walpurgis Night, named after Walburg. The term *Walburg* means a 'Spiral Burg', the ***Aryan Root *wal-*** meaning 'to twist', 'to coil' or 'to wind'. Again, this would have been a place where energy from another world could be drawn into our world of matter. What we need to remember, again, is that matter and energy are not different, they have different vibrational levels.

I am now going to turn to another aspect connected to the same theme, and this also features this *Vital Force and Power.* This is related to a root-word **ASU** which means *Vital Force and Power*, the root-word **AS** meaning 'spirit' or 'Great Spirit',

and ***asu-*** means 'wind'. Fire is the element we have looked at, but fire needs the movement of air to make it work. The Wodenic Formula FAH - 'Fuel', 'Air' and 'Heat' works not only at the physical level. The word **ASU** is the root of our ***Aesir*** and the ***Asuras*** who were the Gods of the Arctic Pole. This root carries the notion of holiness, light and divinity. This is the working in the Realm of the Gods, manifested upon Earth through the ***Arya*** whose name is rooted in the ***Aryan Root *ar-*** meaning 'movement' or 'motion', and also reflected in the Saxon God ***Irmin*** whose name means 'mighty' (force or power) but also 'to set into motion'.

We see 'darkness' as being kind of 'static' (in a way) since it seems to surround us, but 'light' is cast upon us by the Rays of the Sun, or 'thrown out' by some form of torch (one of the hidden sides of the Ken-Rune as the 'Pine Torch'). Light is 'movement' in this sense. And we should not overlook that 'creation' is always seen related to sound since 'In the beginning was the Word' - ***OS***. The *Sound of Creation* is said to be ***Om*** or in runic terms ***Ym*** (the Yr-Rune). This is Ym-ir, of course. The Cosmic Creative Force is thus 'Light' and 'Fire' and the Ancient Solar-Race (Arya) embody this Creative Force as the 'creators' on this planet. It is no coincidence that the Galactic Centre (Dark Rift) of the Milky Way Galaxy is the 'Cosmic Womb of Creation' and this is guarded by Cygnus the Swan. The centre is a vast Black Hole, and as postulated by some this may indeed be a 'portal' into other worlds, an 'entrance' guarded by the Swan. ***(*)***

(*) *The 'Swan-Song' is the sound of the swan as it is dying, and thus sound is also associated with destruction, a necessary form of change in order to recreate.*



The 'Swan-Ship' that sails upon the Waters of Chaos at the Time of Dissolution, when the worlds are dissolved into the Primal Chaos holds within it the 'Seeds of New Birth' or the 'Seeds of New Creation', and also in some symbols the Solar Orb, symbolic of the Birth of a New Sun.

This article has as its base the idea of 'Fire' and 'Movement', and there is yet another root-word linked to this, and also to kingship - the ***Aryan Root *ri*** which forms the basis of ***Rita*** and is related to the *Rit-rune.* From this root (meaning 'to move') we get ****reg-*** meaning 'to move in a straight line', and this forms words like 'royal', 'regal', 'regulate', and 'ruler'. I am reminded again here of Tolkien's ideas that the Lost Lands could be reached by moving along the ***Straight Track***. These ideas could be fused with that of the ideas on the Spiral Form since the Ley-Lines are the 'Straight Tracks' which have certain key 'points' that are 'Spirals' in the form of 3 1/2 coils or multiples of this number. This is sometimes also related to the movement of water (the 'Life-Blood' of the Earth). Rita is ***Truth*** and thus related to the Creative Life-Force, whose opposite is the Force of Entropy, Chaos and Darkness which embodies the idea of the 'Great Liar'.

There is yet another root-word connected to these ideas - ****aiw*** which means -

- Vital Force
- Life-Force
- Long Life, Life Everklasting
- Eternity

This gives us ***ayu*** from which the name *Vayu* probably stems, and also our word 'young' and 'youth' which contain an abundance of this 'Life-Force'. The ***Root *aiw*** is based upon the Ehwaz-Rune or Eoh-Rune -

The Wolf-Hook Rune is an extension of the Eoh-Rune and both represent the link between two worlds through the 'trunk' of the World Tree. This is also the *Rune of Wid-Ar* and the *Rune of Resistance* and related (as Hamasson pointed out) to Orion the Hunter, and thus to Waendal (through the Herne Giant) and hence to

the 'Fire-Twirl' (Long Man). We have here a subtle connection that gives another clue to these Mysteries -

The Cweorth-Rune or 'Fire-Twirl' is the backwards-forwards movement needed for a (re-)Creation, the impetus and movement needed to 'whisk' the worlds into being. Again, this is a spiral-movement as is the 'Dance of Destruction' of Rudra-Shiva, and the 'Pyrric Dance' related to the Divine Twins - 'Fire-Dance'. Also the Warrior-Dances that took place upon the Spiral Mounds - the Walburgen -

Ein - *'in',*

Zwei - *'sway',*

Drei - *'turn'.*

The three-fold Warrior-Dance and Fertility-Dance that moved along the Spiral Path, raising the Cosmic Life-Energy 'from Above' or 'from Below' that it may enter the World of Man. War (Woden) and Fertility (Ingui) go hand in hand and cannot be separated.

Many of the themes that have been posted upon the *Wulfinga Blogs* are now coming together in some kind of logical sequence, revealing to us the aims of our work and struggle. The idea of a 'Sacred Image' is not restricted to the ideas given by Gurdjieff, and I would like to add that another 'Sacred Image' exists in this *Archetypal Realm*, that of the new god-form for the New Age - the Sacred Image of Wid-Ar the Avenger. This 'Sacred Image' has to be 'earthed', brought from this 'other-world' into our world of matter in order to pave the way for the Coming Avatar. The *Woden Folk-Religion* is the vehicle for this work, creating a

new Folk-Religion that embodies the idea of a new *Aryan Warrior Archetype* for the *Age of Ing.*

"The spirit of a warrior is geared only to struggle, and every struggle is a warrior's last battle on Earth."

Don Juan - 'A Separate Reality' - Carlos Casteneda.

The Ar-Kan Runic System

I have noticed that when studying the rune-workers who used the Armanen Runes, which were formulated by the Armanen Master - Guido von List - there have been changes made which show rune-shapes that do not fit the original 'Mother-Rune' - the Hagal-Rune which becomes the 'Hag-All' or 'All-Hag'. Obviously, although being such a small change in shape, this does not fit the original, nor the original work of von List. Many Armanen Initiates followed the Listian ideas, and added their own ideas, which is fine, but changing the rune-shapes or rune-names distorts the original work. This we have to avoid within the Ar-Kan Runes, something that I am going to work on now. We already have 33 rune-staves which are standard, but which will need small changes, and we have alternatives for some of the runes which makes things clearer. These alternatives are used to aid the process of finding the meanings, but are not there to replace a certain rune-stave. This also goes for the rune-sounds, although I have as yet not fully worked on these, but this will be done so that we have a standard set of rune-sounds, even if we have to have a specific set used for gealdor, since when sounding runes two syllables always seems to work better than one.

We are in the early stages of developing the *Ar-Kan Runes* and to do so without having distortion enter this system in the future there has to be a standard set of runes and sounds from which to work with. No, this does not mean we enforce a rigid code onto anyone who uses them for there has to be some flexibility, what it does mean is that we wish to avoid distortion and changes that would unbalance the system altogether. We need a standard to work with, one that others may use and develop new ideas.

Feoh - Ur - Thorn - Os - Rad - Ken - Gyfu - Wyn

Haegl - Nyd - Is - Ger - Eoh - Peorth - Eolhs - Sig-el

Tir - Beorc - Eh - Man - Lagu - Ing - Daeg - Edhel

Ac - AEsc - Yr - Ior - Ear - Cweorth - Calc - Stan

Gar

These are the Old English rune-names which have suited us so far, and we shall use these, and the rune-staves that go with them, as the basic names for the 33 runes. For gealdor we shall devise root-sounds that stem from our own Proto-Germanic Roots. There are certain runes that need clarifying -

Ken - this is spelled with a 'K' so as to ensure it is pronounced with a hard sound, whereas 'C' can be hard or soft.

Ger - this would have been a 'soft' sound for 'G' and more like 'year'.

Eolhs - the Old English Runes have *Eolhs-Secg*, the second word meaning 'to cut' but since we have the *Elhaz* form in the Elder Futhark I feel it best suited to use this form.

Sig-el - this I have split into two sounds 'Sig' and 'El'; the alternative **Sowilo** would be used for 'soul' or 'soul-travel' and also for the Sun.

The first three AEttir have staves similar to the Elder Futhark with only minor changes made -

Os - this stave replaces the *Ansuz-Rune*, the latter rune-stave becoming the AEsc-Rune in the Fourth AEttir.

This rune, in many ancient works, forms the basis of a 'Royal Stance' holding a Rod of Authority and a Ring of Power. Since the ***Roots *os*** and ****as*** can both refer to a 'pillar' and seem to be interchangeable they refer to 'kingship' and the 'Prince of Asgard' (Woden). *Ansuz* refers to the 'Ancestral God' - Woden. We shall cover the AEsc-Rune later.

Haegl - This has two cross-staves rather than the one in the Elder Futhark.

Ger - This is a different stave altogether than in the Elder Futhark as shown below -

Daeg - This is similar to the Elder Futhark *Dagaz* but with the outer staves longer. Unfortunately, I could find no rune-shape for this one but will upload one as soon as I can find one.

The Fourth AEttir.

These staves are uniquely English so we need to deal with these individually, there are eight runes plus the Gar-Rune which forms the *Sacred Centre* or *Spear of Woden.*

Ac -

AEsc -

Yr -

Ior -

Ear -

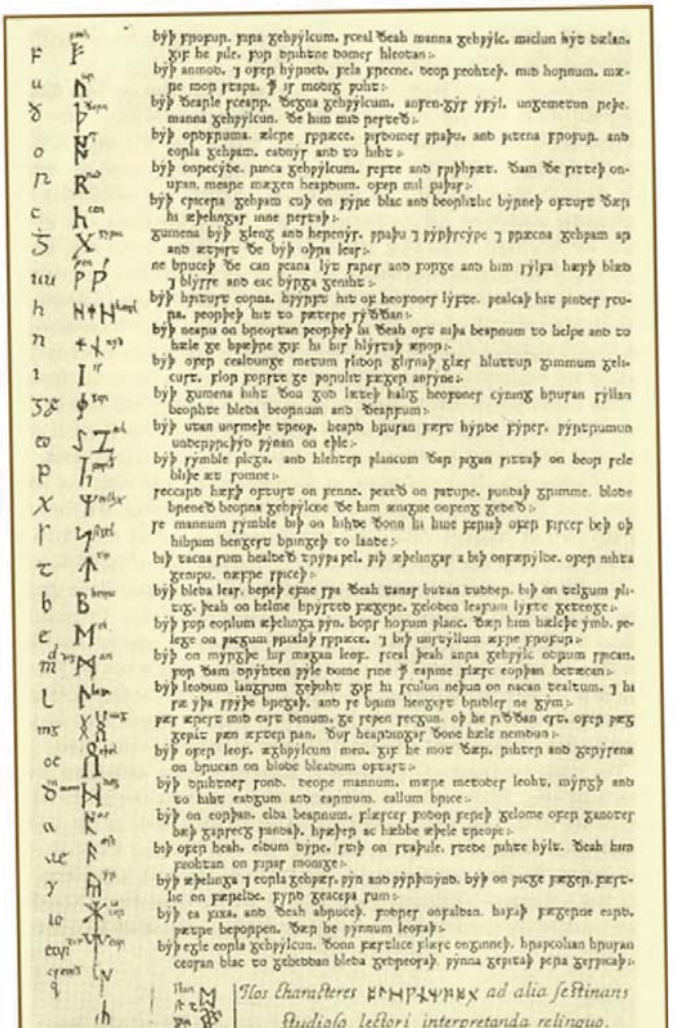
Unfortunately, one again I could not find a rune-stave for this one that shows the one we use; this is the CWEORTH-RUNE as we use it, and the

Ear-Rune has two 'hands' (short staves) on the ends of the 'arms'. See the copy of the manuscript at the end of this part for the true shape we use.

Calc -

Stan -

Gar -



byþ fyrfyn. fapa gehpylcum. fceal Beah manna gehpylc. miclun hyt bælan. gif he pile. for bnihtne domef hleotan.
byþ anmod. ⁊ orep hypnet. fela fpeone. beop feohtep. mid hopnum. mæpe mop fteapa. þ if modig puht.
byþ Beaple fceapp. Begna gehpylcum. aofen-gif yfyl. ungemetun pefe. manna gehpylcun. Be him mid peptteð.
byþ opbfruma. ælepe fpræce. þifbomef gpaþu. and þitena fprofun. and copla gehpam. eadnyt and to hoht.
byþ onpecyhte. finca gehpylcum. fexte and fnyhpæt. Dam Be pittaþ onufan. meape mæxen heapdum. ofep mil paþaf.
byþ cpiceppa gehpam cuþ on fype blac and beophtlic bypneþ oftuft Dæp hi æþelingaf inne peptaþ.
gumena byþ gleng and hepenýf. gnaþu ⁊ fýnfcýpe ⁊ gnæcna gehpam ap and æftpft Be byþ ohta leaf.
ne bnuceþ Be can pcana lyt papef and popge and him fylga hæfþ blæd ⁊ blýffe and eac byngea genihte.
byþ hpituft copna. hyngfte hit of heofonef lyfte. pealcaþ hit pinbef feafa. peopfeþ hit to pætepe fyðdan.
byþ neapa on bpeoftan peopfeþ hi Beah oft nioa heapdum to helpe and to hæle ge bpæfpe gif hi bif hlýtaþ æfop.
byþ ofep cealoungc metum flitop glipnaþ glæf hluttup gimmum gelicuft. flop fopfte ge populit pæxep anfyne.
byþ gumena hiht Bon god hæteþ halig heofonef cyning bnucan fyllan beophte bleda beofnum and Beapfum.
byþ utan unrmeþe tpeop. heapd bnucan fæft hynde fýpef. fýntpumun unbeppcþyð fýnan on ehte.
byþ fymble plega. and hlehtep plancum Dæp pegan pittaþ on heop fele blibe æt fomne.
reccaþ hæfþ oftuft on fenne. pext on patupe. pundaþ gpimme. blode bpeneð beopna gehpylcne Be him æniene onfeox gebeð.
fe mannum fymble bif on hihte Bonn hi hine fepiaþ ofep fipcef bef of hilpum hengeft bpingeþ to laabe.
bif tacna fum healteð tpyfa pel. fif æþelingar a bif onfæfyloe. ofep nihta geaapu. næfre fpiceþ.
byþ bleda leaf. bepeþ epne fpa Beah tanaf butan tubbep. bif on telgum plitig. heah on helene bpyftteð fægepe. gelofen leafum lyfte getenge.
byþ fop eoplum æþelinga fýn. hopf hofum planc. Dæp him bælefe ymb. pelege on fægum fpaxlaþ fpræce. ⁊ bif unfyllum æfre fpofun.
byþ on myrgþe hif magan leof. fceal heah anpa gehpylc oftum fpican. fop Dam onýhten fýle fome fine þ eafne plæfc eopþan betweonan.
byþ leofum langfum gefuht gif hi fculun nefun on nacan tealtum. ⁊ hi fæ yða fryðe bpegaþ. and fe baim hengeft bnidef ne gým.
fæf æfteft mid eaft benum. ge fepen fecgum. of he fiðdan eft. ofep fæg gepiit pæn æftep pan. Dof heapdingaf Bone hæle nembun.
byþ ofep leof. æghpylcum men. gif he mot Dæp. pihtep and gepýfena on bnucan on blobe bleatum oftaft.
byþ bnihtnef fond. deope mannum. mæpe metobef leoht. mýnfg and to hiht eadgum and eapnum. eallum bpuce.
byþ on eopþan elda beapnum. plæfcef fobop fepeþ gelome ofep gaotef bæþ gaiftecg panoaþ. hpæfep ac hæbbe æþele tpeope.
beþ ofep heah. elbum tyfe. fwiþ on fnaþule. ftæfe puhte hýlt. Beah him feohtan on papaf monige.
byþ æþelinga ⁊ copla gehpæft. pýn and pýnhmýnd. byþ on piczе fægep. fæftlic on fæpelde. fynd geaceft fum.
byþ ea yaea. and Beah abnuceþ. fopfef onfalban. hafaþ fægepne eapd. pætpe bepoppen. Dæp he pinnum leofaþ.
byþ egle copla gehpylcum. Bonn fæftlice plæfc onginneþ. hnapcolan bnucan ceofan blac to gebeddan bleda gebpeoraþ. pinna gefiteaþ pepa gefpicaþ.

Hos characteres ᚠᚢᚦᚩᚱᚳᚷᚹᚻᚾᛁᛄᛇᛈᛉᛋᛏᛒᛖᛗᛚᛝᛟᛞᚪᚫᚣᛡᛠ *ad alia festinans studioso lectori interpretanda relinquo.*

Old English Rune-Poem

What should be noticed about the OE Rune-Poem is that they are written on parchment with ink, and thus rounded off which was not the way the original runes were written. The following should also be noted -

Ken - the arm faces downwards, and because this and another Old English Runic Manuscript both use it we shall use this one as standard with the other variations being there to use where necessary.

Haegl - This is an interesting one since there are three different shapes that are used here; we use the double cross-stave version in the Rune-Row, but the Elder Futhark version can be used as well as the Younger Futhark version, which is the 'Snowflake' pattern.

Peorth - We use the Elder Futhark version and not the one here.

Daeg-Edhel - Here the Edhel-Daeg formation is used in the Rune-Row. The Daeg-Rune can be seen here in the version we shall use.

Ear/Cweorth - You can see the difference in the manuscript, where the Ear-Rune has two 'hands'.

Stan - We shall use the version shown in the manuscript.

Gar - The arms are straight and not curved as in the written manuscript.

Note - *By the phrase 'Rune-Row' this refers to the Ar-Kan Rune-Row which is the basic form for this system. Variations can, and will, be used for formula, visualisation and meditation.*

The above is another runic manuscript bearing English Runes; there are points to notice here since these differ slightly to the other manuscript -

Peorth is the Elder Futhark version which suggests that we would be right in using this one.

Yr - This is an interesting one since the version written here is the *Ur-Glyphic Yr-Rune.* This contains a 'mountain' (Sacred Mountain) and a Tree within, and when the 'trunk' of the tree is removed it makes an 'Ang-Rune' which was, according to a Rune-Magician I knew some years ago - the 'Royal Lines of Anglia'. This version would be the same really, since the 'Tree' has a trunk (Wolsunga) and two branches (Wulfinga & Heardingas).

There are only 29 runes here and the last four runes are absent: this could suggest they were added, and no doubt some scholars would follow this line. However, since the 33-Runes are Northumbrian, and more precise Anglo-Frisian used in Frisia too, it may well be that the Frisian Runes contained further mysteries - The Mysteries of the Graal. The last five runes are not in the same order.

On the bottom left seems to be a very unclear rune looking like a version of the Gar-Rune; if this is so then it does not have an X-cross but what looks like the Northumbrian version with the 'arms' straightened. Since Guido von List saw the Gibo (Gyfu) Rune as hiding the true symbol - the Swastika - we seem here to

have a similar case but where a Sunwise-Widdershins Fylfot is drawn into the same symbol. A movement in two directions is suggested.

What needs to be emphasised here is that the Ar-Kan Runes must have some form of standard, some basic form to work from, and a form that is unique and suited to our work. This is not a rune-row of the past, it is a rune-row of the present - for the future. This is not a rune-row that the individual can alter to suit his own needs, this is suited to the needs of *Woden's Folk* and *Folkish Wodenism*. We hope others will take it up seriously, and maybe find new mysteries for these symbols, but we have to steer clear of distorting the original teachings. The individual can use different versions for his/her own use, but these are the standard stave and the standard sounds that form the core of this. Alternative staves, and alternative sounds will be used, such as in gealdor, but we need something to base this on.

There is another important point here, and that is the order of the runes and the rune-shapes are suited to the work of the *Ar-Kan Rune-Lag* and are it is essential that the right ones are used. Take for example the Ear-Cweorth Runes, where Ear is 'Earth-Grave' meaning *The Way of the Ancestors*, and Cweorth is *Fire-Twirl* meaning *The Way of the Gods.* The former implies reincarnation into the tribe/clan, whereas the latter infers the Warrior-Hero going to Valhalla where he continues his training in order to be reborn again at will in order to continue the Eternal Struggle against the Forces of Darkness and Chaos. The 'binding' on the arms of Ear symbolises the 'binding' to Earth', whereas through the Ritual Fire the Soul of the Warrior-Hero is released and he goes the *Way of the Gods* - to Valhalla.

This is actually borne out when we compare the *Cweorth-Rune* with the Ogham *Quert*, the latter being the 'Apple Tree'. The 'Island of Apples', of course, is Avalon (A-Val-On) which is where 'King Arthur' (the *Archetypal 'Once and Future King'*) is taken on death. Avalon is the same as Valhalla (Val-Halla) and the apples are not only symbols of regeneration, but also symbols of Immortality or *The Way of the Gods.* This has been incorporated into this unique runic system which is why it is so important to have a standard to stop future distortion.

The Stan Rune (Alternative)

It was my intention to use this particular rune-stave for Stan, but it came to mind that this one has a particular meaning hidden within the stave - **Stone of Ing**. We shall thus use this version as **Stan - Stone of Ing** referring to the Sacred Stone at Steyning. An Odinist suggested that the Stan-Rune refers to the White Horse Stone, and this should not be ruled out, but this version would thus refer to the Holy White Stone of Ing, thus linking the two versions and the two stones. Again, we can see how these particular rune-staves fit exactly with the work being done within the *Ar-Kan Rune-Lag.*

In saying this it must be remembered that the *Ar-Kan Rune-Lag* is the basis of the *Woden Folk-Religion* and it forms the *Mystery Teachings* of the *WF-R,* so it is unique to us. Why do we need something unique? Because we are the only Wotanist, Odinist or Wodenist organisation or movement to recognise the new *Age of Ing* as the 'Age of Heroes' that heralds the coming of Wid-Ar, the Last Avatar and Resurrection of Woden. Others before have recognised this coming, but we differ in seeing this happening here in England, and we fully recognise the need for a new *Aryan Archetype* in the figure of the Warrior-Hero - Wid-Ar. And we are unique in seeing Woden as the most Ancient Wolf-God that has actually come down to us through one of our own Folk-Heroes - Robin Hood.

We should remember that the 33-Runes compare to the Human Spinal Column and the 24 vertebrae, 5 fused in the Sacrum, and 4 fused in the coccyx. It is noticeable that the second manuscript, leaving out the last 4 runes, thus leaves

out the *Four Hallows* and the *Graal Runes* - the coccyx or 'tail' of the Rune-Row. This 'tail' may represent the sleeping *Fire-Serpent* which, when awoken, moves upwards along the Spinal Column (Serpent-Pillar) to the Third Eye which is then awoken.

The Gar-Rune comes at the very bottom of the row, and in itself could represent the *Fire-Serpent* - 'Gift of Ingwe'. Moving upwards along the column the Feoh-Rune would be at the top of the spinal column; there the 'snake' must move over the head (as in the Sutton Hoo Mask) until it reaches the Third Eye. Thus, the Gar-Rune could also represent the Third Eye, being *The First & The Last* or *The Beginning & The End*. The Gar-Rune is outside the Four AEttir.

The 33-Runes are also most important because -

- There are nine extra runes - the Sacred Number 9.
- The runes Ac-AEsc-Yr-Ior-Ear compare to the Sacrum; the runes Cweorth-Calc-Stan-Gar compare to the Coccyx - 5 + 4 = The Sacred Number 9.

Sacrum & Coccyx

This is a 'spade' shape. 'spearhead' shape, or a 'triangular' shape according to different views. The area has 'occult' significance but the exact meaning seems not to have been stated. Since the 33 runes go from the top to the bottom this fits with the idea that the World Tree is inverted or upside down. The *Spear of Woden* points downwards.

The 'Gift of Ing' and the Sacred Blood

The Ing-Rune or Rune of Ingwe

There are three runes that embody the concept of the 'Gift of Ing' - the Gar-Rune, Ing-Rune and Edel-Rune; we shall look at all three here to find the connection and the Mysteries of Ing. It is essential to keep in mind that the Divine Ancestor of the English Folk is Ingwe/Ingui, and as such this has to be of extreme importance. It is also important to remember that the Swedish (and Norwegian) Royal Lines were the 'Sons of Ing' (Ynglingas). It has always been one of our major ideas that the 'Sons of Ing' were driven subconsciously to these islands - back to their Ur-Land before the Great Flood sank the lands of the North-West.

I have pointed out before how certain famous swords are also connected to Ing or Ingwe -

Miming - 'Memory of Ing'

Nothung - 'Need of Ing' (Wagner)

Balmung - the meaning of which I am not sure of though 'bal' is linked to the idea of 'light' and to 'fire'.

The sword 'Miming' was a magical sword given to Hodr when he waged a war against Baldaeg; it was the Wyrd Sisters (Sisters of Fate) who gave this to him, and this version is very different from the one Snorri gives to us because the roles of Baldaeg and Hodr and reversed in many ways. The English name

'Baldaeg' or 'Baeldaeg' is close to *bealdor* which is an Old English word related to the idea of a 'warrior' which does not seem to fit with the mythology given to us by Snorri. The name 'Hodr' obviously suggests 'hood', a kenning for 'darkness', emphasised by his 'blindness'; it can refer to ignorance, which it no doubt does at one level, for ignorance 'slays' the 'Light' in all of us. But none of this gives us anything to go by in understanding why the sword he wielded was called by the title 'Memory of Ing'.

It has been suggested that the 'Eye of Woden' which he sacrificed for a Draught of Knowledge from Mimir's Well is the 'Third Eye'. This 'eye' was placed in Mimir's Well in exchange for the Draught of Knowledge which Woden desired, for he was the one god who continually sought for Occult Wisdom. 'Mimir' means 'memory' and the 'Well of Mimir' is obviously thus the 'Well of Memory' - the *Blood Memory.* Although we cannot be sure of the true meaning of this myth it is certainly true to say that the 'Eye in the Well' is a very ancient idea. In *The Wisdom of the Wyrd* Brian Bates suggests that the motif of the cutting off of the Head of Mimir is related to that of Gawain beheading the Green Giant; certainly the Head of Mimir is a very important symbol, and this is preserved by Woden in order that he may 'see' into the future. The severed head, as I have pointed out before, is also linked to the *awakening* of a people, as can be seen in one of the tales of the Ulstermen from Northern Ireland.

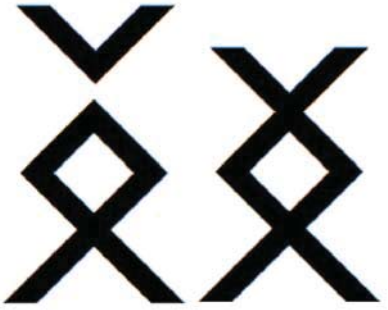
Before we go any further with this argument we need to understand the evolutionary process that has been going on through the Cycle of the Ages. To do so we can first look at the symbolism of the 'Dragon-Slayer' which evolved from the Vedic account of the Serpent which stole the 'cattle' and which was regained by the Arya - Third. (The Fehu-Rune contains this ancient mystery). Carl Jung saw the dragon-slaying as the 'Battle for deliverance from the Mother', and here we see the secret of why the dragon has to be 'slain'. This motif is truly Aryan in essence and form, and it signifies that the Aryans evolved in order to break free of 'The Mother', thus becoming a kind of 'teenager', wild and free, and this is the essence of the Aryan Mannerbunde where the child is taken from the mother and brought up in a Warrior Caste. The peoples of the Neolithic period seem to have had a childlike aspect that was 'unconscious', seeing themselves as part of a whole, and worshipping a Great Mother. There is nothing wrong with this at all, but neither is there anything wrong with seeing the Aryan as the people to break free of this 'Mothering' and take the next stage of being 'individual' and having to 'flee the nest'. The Arya was more free and independent, with the newfound 'ego' or 'I' that, again, was a necessary part of the process of evolution which is the means to the creation of the ***Absolute I.***

It should be clear that there is an 'involutionary' process going on since the original High Race mixed their *Igneous Blood* with other lower species and thus began to lose the blood potency they had originally. But is we see a parallel 'evolutionary' process which is necessary for the creation of the God-Man - the adult and fully grown man who will have self-consciousness and be a god in his own right, but above and beyond the form of the Original Race of the Golden Age. Those who seek to submerge mankind back into the Primal Chaos or return mankind to the 'Mother' are holding back the evolution of our Folk. We are all brought up at a young age by our mother - the 'nurturer' - but we do not stay there forever. We start to become independent (The Arya) and then we grow into full manhood (The Man-God). The cycle, as with everything, is the same but at different levels.

We have to understand that the Gods have guided us throughout this process, but in so many European Mythologies we see the Warrior-Hero who seeks independence from the Gods and seeks to 'go it alone'. The Gods, however, do not abandon such a figure, since it is their task to encourage this independence because it is all part of this evolutionary drive towards the God-Man. Once man was as the gods but he was in his infancy and unconsciously driven by the gods; he was bound to 'The Mother'. The Arya was the 'youth' or 'teenager' who is driven by impulse, by wild abandon, free and wild, fighter and hunter, with the taste for adventure and danger. Then he must grow into adulthood, leaving behind this wild abandon and becoming a developed being with sureness and self-knowledge.

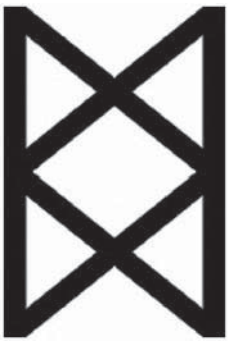
This process can only happen if the DNA and the Genetic Code contains the means to transform or 'mutate', and thus it is essential to try to preserve the 'Sacred Blood' - more so, to restore that Sacred Blood to its original pureness and thus recreate that Ancient Solar Race but this time at a new level - manhood.

There has to be something in the idea of 'Blue Blood' and that this was the 'Royal Blood', thus linked to the *Sang Real* and to the Graal Mythos. Runebinder showed us a very interesting link between the Edel-Rune and the Ing-Rune -



Here the Edel-Rune ('Gift of Ing') becomes the Ing-Rune ('Gift of Ing') by placing upon its 'head' the 'Crown' (Ken-Rune). Thus we get the 'Crowned and Avenging Son', the Edel-Rune being *The Hooded Man.* We may here be able to see a subtle process whence the Folk-Leader ('The Hooded Man') is incarnated upon the Earth prior to a time when the Avatar (HelgiH/Wid-Ar the Avenger) is also incarnated in the same individual. This would explain the symbolism above, since the Ing-Rune contains both the Incarnation of the Folk-Leader and the Incarnation of the Last Avatar.

The rune that actually embodies the term 'Gift of Ing' (G-Ung-nr) is the Gar-Rune or *Spear of Woden.* This is made up of Gyfu and Ing - 'Gift of Ing'. Within this can also be found 4 Edel-Runes (when the Germanic Ing-Rune is drawn as a 'square' and not slightly elongated as here).



Here we have the *Stone of Ing* and on the White Stone we find that the secret of the 'Gift of Ing' is ***Fire*** - or rather the *Ken-Rune* in its form that shows the fire with smoke rising. The Germanic Ken-Rune could be linked to an 'eye' which is interesting since the Ar-Kan Ken-Rune is the 'Pine-Torch' and the Pineal Gland is linked to the 'Third Eye'. Then we have the 'fire' associated with the *Igneous Blood of the Arya.*

Air is carried through the blood, just as spirit is also carried through the blood; in the above we find the Pine-Cone at the top of the column (Spinal Column) and the two wings below the cone, suggesting the lungs which are the means of pulling air into the blood. There are two columns, one each side of the central pillar, and these are 'Columns of Fire' as seen in the above. Winding around the central column are the Twin-Serpents (Kundalini) which when 'squared' become the Ing-Rune. Now, the Ing-Rune in its basic version (Ar-Kan) is the Ken-Fusion Ing-Rune, thus linked to 'fire' and thus the 'Fire Serpent'.

When doing the Spiritual Exercises designed to draw into the body the *Life-Force* or *Vril-Force* or whatever other name we use this is done through Rhythmic Breathing (the secret shown on the Sutton Hood Mask). But this is not just a matter of breathing, but of the actual visualisation of the *Life-Force* being drawn into the lungs. Visualising the movement of air (which contains the Life-Force) precedes the actual movement of that energy into the lungs, where it is drawn into the blood which flows around the lungs. As we see in the above, the Third Eye (Pine Cone) is below the Solar Disc which is the Crown Chakra, through which the energy is moved to the Black Sun and the Green Ray (the higher two chakras of the Nine Chakras).

In the ALU-ULA Formula the movement is through three 'Energy-Centres' which include more than one chakra These are the -

Hara - Base Centre (containing two of the lower chakras) - U (Bodn)

Heart Centre (containing the Solar Plexus and Heart Centre) - L (Son)

Third Eye (containing the Throat/Third Eye/Crown Centres) - A (Odroerir)

These centres can be found along the vertical column of the World Tree, and in the symbolism of the Eoh-Rune. The ***IE Root *aiw-*** is where this rune stems from, more precisely being ***Aiwaz*** (which itself is strange since this was the name of the 'entity' that dictated the *Book of the Law* to Aleister Crowley - in the variant form of ***Aiwass***). There is also a 'coincidence' that can be found in the rune-row given to me by an Odinic Rune-Worker in 2012 where the reverse of the *Caan-Rune* is called *AEuuas* which is a variant of ***AEwas***. This version, the Caan-Rune in reverse, actually suggests an eye looking inwards as opposed to the eye which looks outwards with the Ken-Rune/Caan-Rune. The ***IE Root *aiw-*** means 'Life-Force' and is linked to the idea of 'eternity' and thus to the 'infinite'. We should here recall the link between the "Pine Torch' and the Pineal Gland, and thus the Third Eye. According to the Old English Rune-Poem the Light of Ken dwells within the AEthlinga - just where we would expect it to be, and not within 'man' as is sometimes suggested by translating AEthlinga as 'man' - he is the 'Noble Man' (Arya) which is much different.

The word ****alu-*** refers to a *Magical Force* which is a 'force set in motion'; but it can also be equated with 'light' since the ***Root *el-*** can mean 'light' as in our word 'elf'. This 'force set in motion' is also contained in the ***Root *er-*** from which we get Er-min, Irmin, Irminsul etc. Both are connected to the ***Root *ar-*** which means 'movement' and usually refers to the Sun and Light. ***Aar*** is the Eagle, symbol of the Arya, and this symbolism is very interesting in that the Eagle circles in a spiral around the Sun's Light. The Ar-Rune has often been associated with Fire and Light - the Fire and Light of the Sun and of the most ancient Solar Race. The Ar-Man is the Sun-Man.

In *The Coming Race* by Lord Bulwer Lytton we find the Race of the Vril-ya as possession the Power of Vril, especially within the feminine where the power was greatest. This race dwelt inside the Hollow Earth, but we should not mistake this with a physical realm, but with a parallel dimension where the 'Coming Race' dwells ready to repopulate the Earth with a Higher Race. However, it would seem that there are certain areas beneath the earth, tunnels and caverns, which have been left there by an ancient Race of Giants and which (some say) are guarded by certain powerful forces, and which have secrets that can only be unlocked

through certain individuals who are given the 'keys' to unlock them. I have no way of proving or disproving this since we have no access to such places not do I know anyone who does. But there is a possibility there is so truth in all this. This 'Coming Race' of the Vril-ya were the direct descendants of the Aryan Race as stated by Bulwer-Lytton, who was associated with the occult and hidden knowledge.

There is an obvious association between the Third Eye and Fire; and here we should bring into the equation the 'Inga-Fire' or 'Fire of Ingwe'. The Ing-Rune can mean 'beacon-fire' and the inglenook is the corner of the 'hearth' and the 'home-fire'. There is another side to this and that is a link between the word OM, which is more correctly AUM, and its extension AUMN (Amen/Amon/Amoun) which has the 'N' sound at the end of the mantra - this 'nnnnn' seems to vibrate readily in the Third Eye, since it is a 'nasal' sound done through the nose and not the mouth or throat. It is also a glyph of the Serpent ***Ng(w)hi-** whose name is phonetically the same as ***Ng(w)e-*** Ingwe. Is this all really a 'coincidence'? It is the 'Fire-Serpent' and its awakening which arise along the spinal column and opens the Third Eye - the 'Fire-Serpent' is thus Ingwe, whom the Vedas knew as Agni. This seems to be the secret held in the *Sacred Blood* and the concept of the 'Gift of Ing' which is the *Igneous 'Fiery' Blood of the Arya* which lies dormant but which can be awakened.

It seems quite obvious that the *White Stone of Ing* was meant to be found in our own era, coming to light in 1938, the year when David Lane Wodensson was born in Woden, Iowa. This is some synchronicity!

In the above we see Cuthman holding the *beam* which symbolises the Sacred Pillar or Sacred Centre; he is shown with a 'halo' and the gaiters around his legs show the Ing-Rune clearly, even if this is a modern rendering put there subconsciously.

In *The Secret Doctrine* (Blavatsky) we find the following -

"Sophia, 'the Celestial Virgin', is prevailed upon to send Christos, her emanation, to the help of perishing humanity, from whom Ilda-Baoth (the Jehovah of the Jews) and his six Sons of Matter (the lower terrestrial Angels) are shutting out the divine light..."

and later this is expanded -

"When he (the spirit of Christos) shall have collected all the Spiritual, all the Light (that exists in matter) out of Ilda-Baoth's empire, Redemption is accomplished and the end of the world arrived."

We have to read into the works that we have about this, since when 'Jesus' is 'baptised' in the waters it is this 'Initiation' by which the Avatar ('descent of the Dove or 'Diver') which enters him as 'The Holy Spirit'. Here we should note that the original spelling used of Christ was Xrist where the 'X' was most likely a gutteral sound as in the Scottish 'loch' - thus Iesus Xrist creates the Hagal-Rune

(I + X) which is the Rune of Pisces according to Miguel Serrano. In the 8-Pointed Star of Venus (Veneris) we have an + Cross and an x-Cross combined - the Spear of Woden piercing the Hagal-Rune. It is also representative of Sleipnir, the Steed of Woden, which has 8 legs. It is the steed which carries Woden through infinite and the infinite worlds - through the eternal.

The Germanic Folk have always had a kind of obsession with fate, defeat and with death, which we can guess comes from the race-memory of a great catastrophe caused by the mixing of the Blood of the High Race with lower mortals, itself causing a Great Catastrophe here upon the Earth, most likely when the Earth's axis tilted 23 1/2 degrees. This Great Catastrophe destroyed their original Arctic Homeland - Thule or Hyperborea - and was retained within the Blood Memory; hence the nostalgia for a return to the original state of perfection, but which can only be done now through the strengthening of the 'I' and not its submergence in the 'One'. Strengthening the 'I' means the creation of the ***Absolute 'I'***.

In regard to the Sacred Number 8 which has been looked at both here and in the latest Inglinga Blog post, we need now to look at the Germanic King Frederick II who became the 'Holy Roman Emperor'. This was no ordinary man since he had dreams of becoming the *Master of the World* through a knowledge of science and magic. In 1228 CE Frederick II presided over what became known as the *Secret Pact* at Acre during the height of the crusades; this was a gathering of the elite of the warrior-elect such as the Templars, Teutonic Knights and the Assassins. He also built the *Castel del Monte* in Southern Italy which was based upon the Sacred Number 8. The Sacred Number 8 is again associated with the *Master of the World* and with the role of a 'World-Conqueror'.

In *The Sacred Blood Struggle* (Inglinga Blog) I mentioned the ideas put out by Tolkien on the 'Straight Way' and that the lost land of Numenor was taken into another dimension. This is the only way that we can explain the idea of the *Great White Brotherhood*, the idea that certain 'Hidden Masters' still guide mankind from another world. Thule-Hyperborea disappears under the seas, At-al-land disappears under the seas, the Gobi Civilisation is destroyed by a great catastrophe, and yet, in the latter, Shambhalla still exists, and from there the *King of the World* guides his initiates, just as the 'Hidden Masters' were said to do. This 'Hidden Realm' (Inner Earth) remains as it was and is the realm of the *Divyas* who are 'Divine Beings' or 'God-Men' who guide us from *beyond*, from the 'Other World'. The opening of the 'Third Eye' and the re-awakening of the Vril-Force seems to be the key to the communication with these 'Hidden Masters' or 'Thule Masters'.

At the time when the Hale-Bopp Comet appeared in the spring of 1997 for some unknown reason I associated this with Sleipnir, the 8-legged Steed of Woden, the Magical Horse that moves between the worlds. The name 'Sleipnir' itself has 8 letters and could be related to the word 'slipper' suggesting being able to 'slip' between the worlds? We have seen before how this same comet, on an earlier round, was connected to the sinking of At-al-land. I also connected this to *Baphomet* ('Bopp-Comet') which is a severed head and connected to the ideas related to the *Sacred Blood Struggle.* As mentioned earlier, not only that but the severed head is also connected to an 'awakening'. Following on with the same theme we are led to *Mimir's Head* connected to the 'memory' and to the Ancient Wisdom to which Woden gained access to through his sacrifice of an Eye. This is the 'Awakening of the Blood-Memory'.

The child's word for a horse is a 'g-g' and in the Ing-Rune we have twin G-Runes; the Gothic *yggws* is used for the Ing-Rune and seems to have taken this spelling from the Greek where 'gg' is pronounced 'ng'. But we cannot rule out that whoever wrote down the Gothic Runes used this as a clever letter-play to hide a secret meaning.

The idea of the 'Hidden Masters' or 'Great White Brotherhood' also suggests that there is a 'guiding hand' out there in another realm which is 'feeding' our ideas to us, and that contact with this 'guiding hand' is the true aim of our work at this time. It also shows how some of the 'synchronicities' that occur are not 'coincidence' but part of a 'hidden plan'. This is why it is essential to notice the smallest thing that is often overlooked, and piece this together with similar things and happenings to get a fuller picture. The 'coincidence' to the many should be seen as a 'sign' to the Woden Initiate - a 'sign' given to the individual alone, since it is he who recognises it.

I seem to have strayed a bit but this is because it is necessary to see the whole picture and in particular the links between the 'Sacred Blood' and the 'Gift of Ing' which is the *Igneous Blood* and which is linked to the *Sang Real.* These ideas are linked to the 'Grail Runes' and to the 'Four Hallows' which occur only in our own English Runic System - which is no coincidence.

Cweorth - The Sword. But this is also the *Fire-Twirl* and the rune of *Ritual Cremation*, the means of releasing the spirit through Fire. The 'cw' in this word suggests 'queen' (cwen) and the Feminine Fire.

Calc - The Cup or Chalice. This can be not only the 'Grail Cup' but also 'Bragi's Cup' which was the cup containing the Sacred Mead which contained the secret ingredients needed to create an altered state of consciousness through ritual drinking. Thus the term 'to brag', after the god Bragi - Son of Woden. This was a substitute drink for the loss of the ability given to our distant forebears to use the 'Third Eye'.

Stan - The White Horse Stone and the White Stone of Ing; both of these Sacred Stones have been used by Wodenists throughout the last twenty years or more. The stone is a 'gateway' to other worlds since it stands upon the threshold, in neither one world nor the other. The 'Calc-Stan' is the 'White Stone' (calx = chalk) and these two runes embody this concept.

Gar - The Spear of Woden and the Tribal Spear which became known as the Spear of Destiny which, in the hands of a World-Conqueror, would be used to forge the destiny of a people.

There are very ancient links between Germania and Tibet and even today the Dalai Lama has come out in support of the peoples of Europe in their darkest hour. It would seem that because of the foresight of certain Eastern Adepts dwelling within areas supposedly inhabited in ancient times by the Aryans, and aware of the secrets hidden by the Aryans in areas of the Himalayas, they had a duty to 'enlighten' the 'white barbarians' who had come under the control of the Dark Powers through the betrayal of their ruling elite. The 'Sons of Europe', goes an ancient prophecy, would listen to no-one until such time as the 'Great Jewel of Wisdom' would be reborn in Europe and appear as the 'Spiritual Conqueror', to 'destroy the errors and ignorance of the ages'.

In regard to the Pineal Gland Mdm. Blavatsky sees a definite link to the Pituitary Gland, despite the science of her time denying any such thing. She also suggests that the 'current' from the Pituitary Gland strikes the Pineal Gland 'and the dormant organ is awakened and set all glowing with the pure Akashic Fire' - like our own ideas on the Pine-Torch the Pineal Gland is associated with Fire and Light. The secret of the Gift of Ing is 'Fire & Light'. In some cases a lighted torch is placed at the area of the Third Eye. This is the Inga-Fire.

Stan - The Stone of Ing & The English Awakening

In my post about the *Ar-Kan Runes* I pointed out that the above version of the Stan-Rune would best serve us as representing the *White Stone of Ing.* After doing so I have been reading up on my notes which are kept on the runes, and a thought arose on the subject which I see as important to us.

We have the sequence 'Calc-Stan' which means 'Chalk-Stone' which is, of course, a 'White Stone'. In the above rune we have the name 'Stone of Ing' etched into the rune-stave -

'He that hath an ear, let him hear what the Spirit saith unto the churches; To him that overcometh will I give to eat of the ***Hidden Man-na****, and will give him a* ***White Stone****, and in the stone a new name written, which no-one knoweth saving he that receiveth it.'*

Revelation 2:17

Here we have the prophecy fulfilled, but not just in the Christian Bible, for it is shown clearly in our own English Runes, hidden within the above version of the Stan-Rune. And the Stan-Rune appears only in our own rune-row and not in the Elder Futhark, Younger Futhark or Armanen System. Again, we seem to have proof that these 'English Runes' are the key to the 'English Mysteries' and the use of the *Ar-Kan Rune-Lag* is essential to the English Awakening.

'Him that overcometh will I make a pillar in the temple of my God...and I will write upon him the name of my God, and the name of the city of my God, which is New Jerusalem, which cometh down out of heaven from my God; and I will write upon him my new name.'

Revelation 3:12

I have covered this before but it is clear that the 'pillar in the temple of my God' is the *White Stone of Ing* which has the name 'Ing' upon it. The 'New Jerusalem' that is said to 'cometh down out of heaven from my God' is the future England, and the 'new name' is written upon the one who discovers these mysteries - the name of 'Ing'. Is it not strange that the phrase 'my God' is repeated no less than four times, not 'God' which would be more suited to the Judaeo-Christian Bible. It is clear that the New Age is the 'Age of Ing' and the new God-Form or *Archetype* is Ing - the Divine Ancestor of the English Folk.

When we place the Germanic Ing-Rune into the above version it makes the glyph at the top, so both versions contain the 'Stone of Ing', and when we add the Cal-Rune we get the 'White Stone of Ing'. The 'new name' refers to the 'new name of God', which is in this case - Ing or Ingwe, for this is the 'Age of Ing' which was conceived on August 11th 1999 together with the 'Resurrection of Ingwe' as the 'King of the English'.

The Calc-Rune is the *Rune of Kalki* (and Kali which is his opposite in a sense, as Hamasson has pointed out) and this is underlined when we consider one of the meanings of *chalcan* which is 'coming from heaven' referring to the Last Avatar (HelgiH) but also to the 'Stone that fell from Heaven' which is the Graal Stone. The *Holy White Stone* is connected to the idea of being counter to the 'Black Stone' (symbolic of darkness now) and is *'The stone at the Spiritual Centre which has the power to resurrect the Phoenix ('Fire-Eagle').*

To understand what I am going to say it is necessary to realise that much of what has come into the Islamic Tradition (in regard mainly to the Sufi Spiritual Tradition) stems from Persia and the Aryans that gave their name to this area which revived its former title in 'Iran', a corruption of 'Aryan'. It appears that the Persian-Arabic *ghral* could be the root of our word 'Grail' or 'Graal', meaning 'holy stone'. We may not have to go so far away, since there could be common roots for the word since it also comes into the Celtic 'cer' or 'cerrig' which means 'stone' and which seems to originate in the form **gar*. We can reconstruct the original meaning through using the term ***Gar-al*** which stems from the Gar-Rune ('Spear') and 'Al' which is the same as 'El' which means 'Light' thus 'Spear of Light'. Now even this is a 'coincidence' since the Graal Mythos (through what we call the *Four Hallows*) appears to come from Ireland ('Land of the Arya') and the 'spear', one of the four sacred objects, is the ***Spear of Lugh***, the name 'Lugh' stemming from an Aryan Root meaning 'Light'. We cannot rule out that the Aryan Initiates who created the Graal Mythos did not recognise the subtle links in various traditions and 'weave' these together into the form it comes down to us.

The stone (because it points upwards as a 'standing stone') is a male symbol, whereas the cup or chalice (because it points downwards) is a female symbol. The union of the two, when the Spear enters the Cup, creates a 'resurrection' and 'renewal'. The two symbols are fused into the Ing-Rune itself which is thus male-female (which suits the idea of Venus being a male-female 'star'). It should also be remembered that the Germanic Ing-Rune is just that, the 'Ing-Rune', but the English version is a glyph of 'Gift of Ing', containing both Gyfu (2) and the Germanic Ing-Rune. This links straight to the Gar-Rune meaning 'Gift of Ing' too, and also to the Edel-Rune which means 'Gift of Ing' - the last of these relating to At-al-land.

Lastly, the version of the Stan-Rune that does not contain the Ing-Rune (i.e. the version we use in our Standard Row) suggests 'matter' (stone), and adding the

Ing-Rune to this suggests 'Ing-in-Matter', i.e. the incarnation of a god into the physical world - God-in-Matter. This is the idea of the Avatar, who, 'coming from heaven' (chalcan), descends into matter (The Dove or 'Diver'), incarnating into the physical world. Thus, the 'White Stone' version suggests this incarnation upon Earth, and the 'White Stone' has come to light at the very time we are expecting this to happen. Can this really be a 'coincidence'?

The Woden Initiates who left to us these mysteries would have been well aware of what they were doing. They left to us the name of the figure associated with the 'White Stone' - Cuthman. The name has to be broken into *cuth-man* where the word 'cuth' stems from the Old English *cyththe* meaning 'native land' or 'kindred', but more importantly stemming from 'cuth' which means 'known', thus giving us ***Known-Man***. In fact, so well known that every one of the English Folk would have known who he was - their Divine Ancestor. These Old English words mean exactly the same as that of the meanings of the *Edel-Rune*, and thus can refer to 'Blood and Soil' as does the rune. Can we have more proof that it is correct to see Ing(we)/Ing(ui) as the Divine Ancestor of the English Folk?

The *White Stone of Ing* can thus be seen as the herald of the appearance of the 'Man to Come', just as was the Hale-Bopp Comet and the Black Sun of August 11th 1999. It was this Black Sun (Solar Eclipse) that was symbolic of the conception of the New Age - the Age of Ing. It was also the key to the Resurrection of Ing(we) which was inevitable for the New Age to come into being. All of these are subtly connected together, and all of these were recognised by *Woden's Folk* and became part of the *Woden Folk-Religion.* Next year - 2019 - we are twenty years from the Solar Eclipse, twenty-one years from the founding of WF in 1998, and twenty-two years from the appearance of the Hale-Bopp Comet in 1997. The years 1999, 2000 and 2001 saw the trilogy called *Lord of the Rings* which was an awakening call to the English Folk. At this time it certainly does not look that way, but these things happen at a different level and even though the Dark Forces seem to have total control, and be able to manipulate every form of resistance that comes against it, they will one day make that grave mistake and become too complacent, too sure that they have the final victory over us.

The *White Dragon Symbol* may well prove to be the key to this *English Awakening*, even though today it is flown at rallies that are far from having our own *Folkish Weltanshauung.* Having said that, even though the strongest organisations today on the so-called 'right' are those created for the purpose of drawing our Folk away from their true destiny, there are people who attend the rallies and marches who are more clued up on the real struggle. The *White Dragon Kindred* were the first to revive this as an English Symbol, and this was part of Odinism - Northern Heathenism. Hence, the symbol lies firmly rooted in English Heathenism and not in any form of Judaeo-Christian organisations that have arisen due to Islamic Militancy. But I do not feel that I should lay any claim to anything except recognising this as an English Symbol and promoting it as such at the very start of the revival of Folkish Wodenism. The White Dragon Symbol itself has taken off on its own; this is a case of where a symbol can arise not from the physical world but from 'another world' and then have a life of its very own. I believe this to be the case here and it has arisen again at this time because its time has come round again.

A symbol is firmly etched in the consciousness of a Folk, and arises from the Folk-Soul of that people, even though this happens at a subconscious level and not consciously. This being so that 'life of its own' can only grow stronger as time goes by, since like anything else a life has a beginning (birth) which 'grows' into maturity (life) and then 'dies' after its time has been spent. The same applies to this Sacred Symbol and its time has now come. Indeed, the childhood of the symbol is perhaps nearly over, and its strength would thus take off at a much faster pace (into its 'youth' period). We have to recognise that when the Dark Forces set out to destroy English Nationalism, and succeeded in doing so at the 'civic' level, the White Dragon survived this onslaught and came out unscathed - thus showing the true power of a Sacred Symbol. It spread even further than here in England and at one level represents *Germania Awakening*.

All of these parts of the *English Mysteries* can be found in the simple Stan-Rune, even down to the Legend of Hengest and Horsa, since the Stan-Rune can also represent the White Horse Stone or Inga-Stone (Inger-Stone). This is why the Ar-Kan Rune-Lag has been developed as it is, not just as yet another rune-row which has been 'twisted' to suit our needs (as some of the more ignorant would have it) but as a rune-row that embodies the whole of the *English Mysteries* which arise from *Folkish Wodenism* and the new Spiritual Revolution. In one set of symbols we are trying to recreate the ancient *Mysteries of Ingwe* and not only that we are trying to go back as far as the *Mysteries of At-al-land*. This is why the 33-runes are used since these contain the 'Tree Mysteries' which pertain to the ancient folk of these islands. They also contain the Graal-Runes and the Four Hallows, and are thus best suited to our Folk here in these lands.

But there is another vital point here, and that concerns the ideas put in an earlier post on the 'Hermes' - 'Pile of Stones'. The Stan-Rune is the Rune of the Boundary, and is thus neither in one world nor in another, it is in that liminal area outside of Time and Space. It can thus also be seen as a 'doorway' or 'gateway' to other worlds, other dimensions of being. That is not to say a 'gateway' that we can use for contacting other worlds, but here we see examples of this 'gateway' being used to transfer this knowledge to us through this 'portal'. This is why so much stuff comes through at this time, because we are being guided from 'beyond', guided by the Gods, Ancestors and the Thule Initiates who live on in the 'other-world'. The first Stan-Rune used here is made up of two Man-Runes, one upon the other, and the Man-Rune is a link between Gods and Men. Again, in one simple rune-stave we have the key to the communication between Man and the Gods - it is here in the symbolism. This rune is so complex and contains the following runes, if not more that I have not seen -

Stan-Rune

Ing-Rune (Ar-Kan)

Ing-Rune (Germanic)

Two Man-Runes

Two Beorc-Runes

Two Eh-Runes

Four Wyn-Runes

Two Thorn-Runes

Two Gyfu-Runes

Sig-Runes

Rad-Runes

Four Lagu-Runes

Two Dagaz-Runes

Two Edel-Runes

Two AEsc-Runes

Two Armanen Os-Runes

Two Is-Runes

The Stan-Rune, in this version as the 'Stone of Ing' contains all of these runes (and maybe more); it is such a complex rune which has to contain all of the meanings of these runes too. The two Edel-Runes, one facing upwards, the other downwards, suggests the sinking and rising of At-al(-land). And these ideas spring from just one rune! Through the Ar-Kan Rune-Lag we are building a *Folkish Encyclopaedia.*

The Crystal Palace - Part One

The term 'Crystal Palace' does not here refer to the English Football Club; it was used in Chinese Taoism and Tantrism for the 'Head Centre' which covers three important glands - the Pineal Gland, the Pituitary Gland and the Hypothalmus, and is the area that sits between the two hemispheres of the brain. I have used other sources for much of this, but my input has been to link this to the runes and to the Graal Mythos. These three glands are like a 'Trinity' and need to be studied together to get a broader view of what is being said. What is said here is speculation and not 'fact' and should be viewed as such. However, it does make

some sense in helping to understand the evolution of our Folk.

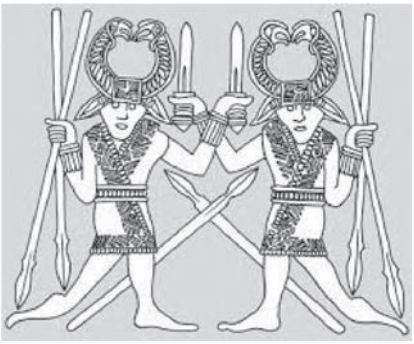
Pineal Gland - this is the gland that has by and large atrophied in man, but there are legends that tell of a time when this was active, and one of those legends concerns Atlantis. This is shaped like a Pine Cone, hence the name 'Pine-al', a name which itself is quite interesting since the word ***al-*** means 'light', thus giving us 'Pine-Light'. This seems connected to the Ken-Rune or 'Pine-Torch' and in occult symbols this torch stands between the eyes at the point of the Third Eye. The 'Third Eye' is seen to be the Pineal Gland. Like the acorn the pine-cone is sometimes seen as a phallic-symbol, and thus connects to the male principle. One Indo-European dictionary has the name 'pine' in the ***IE Root *peia***. The word 'pine' stems from this root whose meaning is linked to giving out a resin. This should be kept in mind. This has been associated with 'Heaven'.

Pituitary Gland - The Pituitary Gland is somehow connected to the Pineal Gland and again the same IE Dictionary has this stemming from ***IE Root *peia*** meaning 'to swell' or 'be fat'. These meanings may actually give a clue as to how the ancients viewed these glands - we will go back to this so keep them in mind. The Pituitary Gland is classed as linked to the female in New Age type thinking. We should not dismiss this since it may come from earlier ideas taken up by the New Age Movement. This has been associated with 'Earth'. Even the word 'pituitary' contains the word 'pit' which is a hollow, and which links to 'cup', 'chalice' or 'horn' etc. The etymology is no doubt not from any root meaning 'pit' but the 'coincidence' is there.

The 'Pine' grows upwards towards the heavens - male; the 'pit' is a hollow which is cut into the Earth - female. This the Graal-Spear and the Graal-Cup. Their union brings a 'renewal' or 'resurrection' in terms of Nature and Man respectively. The Pineal Gland gives off Serotonin and Melatonin - the former is triggered by the darkness. It is also stated in many modern 'spiritual' posts or videos that the Pineal Gland gives off DMT but science has not proved this except in rats, which may not be the same as humans (and hence the waste of time in experimenting with animals for our use, only the Old Testament preaches that every form of life was here for man's use). The Pine also secretes a sticky substance known as 'Pine Resin' and this is a highly inflammable substance - hence the link to 'Fire'.

Hypothalmus Gland - This is part of what is called the *limbic system* and is concerned with the memory, the emotions and with motivation. Its name comes from its shape and means 'Sea-Horse' (Greek *hippos* - 'horse' and *kampos* - 'sea-monster'). But it has been called by another name, a much more important name

in giving clues to this gland - *Ammon's Horn.*



Many artefacts relating to obviously religious purposes have figures bearing horns on their head or helmet - even the 'Hollywood Vikings' are portrayed as such. Alexander the Great is shown wearing the Ram's Horns, a symbol of his divinity since he claimed to be a god himself. The name *Ammon's Horn* actually refers to the Egyptian God Ammon/Amun/Amon ***(*)*** who in later depictions wore Ram's Horns. His name means *The Hidden One* and he is associated with the 'Mysterious Soul of the Universe which reveals itself in Light'. In fact in Egypt he became linked to Ra as *Amon-Ra* which would mean 'The Hidden Light'.

In regard to the 'Ram's Horns' ***(**)*** we should note the following since these are linked to the Ram in one way or another -

Hama/Heimdall - One of his symbols is the Ram, and he is linked to Aries the Ram.

Ingwe - The *archetype* of Ingwe is very similar to Agni and Hama so there are subtle links here.

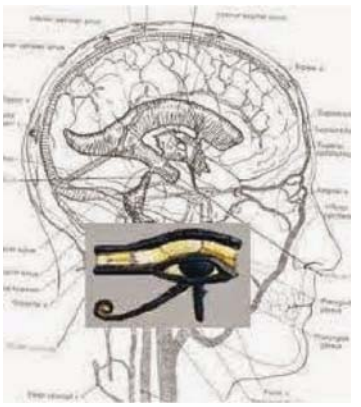
Agni - The 'Fire-God' of the Vedas who is produced by the Friction-Fire (Need) and linked to Hama-Heimdall and also to Ingwe.

Rama - 'The Ram' or 'Lord Ram' whose name contains his symbolism.

Alexander the Great - He is not only depicted with Ram's Horns (the 'Horns of Divinity') but was also named 'The Two-Horned One' in the Koran. He was clearly what we would call an 'Avatar', an incarnation of a god-force on Earth.

Some of those today interested in the spiritual see the Pineal Gland as giving off a substance which 'impregnates' the Pituitary Gland. In this the theme is that of the *Sacred Marriage* between the Male (Pineal Gland) and the Female (Pituitary Gland) which occurs in the human head, and at an 'astral' level through the 'chakras'. It is also said that the Kundalini Fire-Serpent rises, the male energy striking the Pineal Gland and the female energy striking the Pituitary Gland and from this the *Amrita* ('Nectar of the Gods') is secreted and runs down the throat, hence the reason some Yogis put their tongue down the throat to collected this *Amrita.* ***(***)***

Now I am going to go on to connecting these ideas with the runes and also with the lost 'Eye of Woden' which is concealed in Mimir's Well - the 'Well of Memory'. Interestingly, within this 'Well of Memory' is a horn - the *Drinking-Horn* (as opposed to the *Blowing-Horn* or *Horn of Awakening*, though the last term may be applicable to either). Let us connect this 'horn' to *Amon's Horn* since this gland is in fact connected to the memory.



If the area we have covered here connects to the 'Eye of Horus' as shown here then we have another clue to these mysteries. We have already connected Horus-Heru with our own Wid-Ar the Avenger, and we know that Horus 'lost an eye' in his battle with Set, regaining it later. Myths are similar, but rarely exactly the same, and in our own Woden loses his eye into the 'Well of Memory'. At the End-Time he is 'swallowed' by the Fenris Wolf but his spirit is released by his son, Wid-

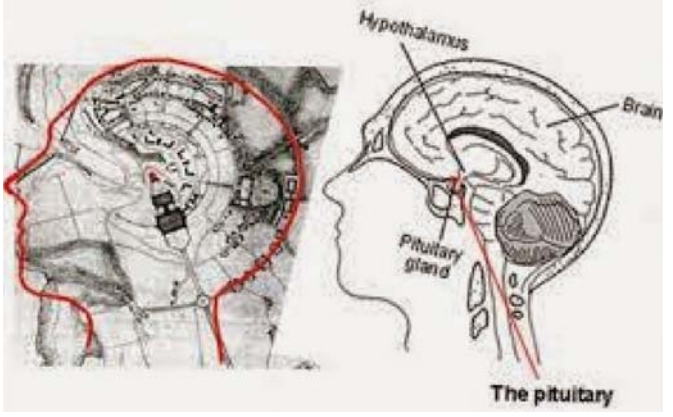
Ar - thus Woden becomes his son - Wid-Ar the Avenger. If Wid-Ar is Woden resurrected can we see Wid-Ar as regaining the ability to use the 'Third Eye'?

What is the significance of the 'Severed Head', since this is actually featured in the Myth of Mimir - his head is cut off, herbs are used to preserve it, and Woden uses it to gain further knowledge and insight. All of what I have said takes place within the human head in these three glands it would seem. And all of this is connected to the ancient idea of a Race of Giants who had great psychic powers due to the Third Eye being opened.

"The light of the body is the eye: if therefore thine eye be single thy whole body shall be full of light."

Matthew 6:22

Through these words of Jesus we can see reference to what can only be the 'Third Eye', and this reference tells us it is connected to 'light' and hence to 'enlightenment'. We can guess that the process also confers those whose 'eye' is opened with 'enlightenment' and they become 'Light-Beings' also known as the 'Shining Ones' or the 'Elves' - since the ***Root *el-*** means 'light'. This is also true of the *Eldar* - the High Elves of Tolkisn - and perhaps even gives us our 'Elders' who are not just 'olders' but 'Light-Beings' since they have the right to rule or to give good counsel. ***(****)*** This also applies to the 'Elder Race' of Lovecraft who are the Race of Gods.



In the above we see the Pineal, Pituitary and Hypothalmus in the same area of the brain; on the left is the *Wewelsberg Order Castle* in the form it was going to take after being expanded - and we see the Spear entering the Graal. Obviously there is a link with the Graal Mythos. We shall expand this here and bring into this the runes.

Tir - The Sky-Father (Heaven = The Pineal Gland). The symbolism is of a 'Spear'.

Beorc - The Earth-Mother (Earth = The Pituitary Gland).

Eh - The 'Sacred Marriage' or 'Mystic Wedding' of Heaven (Pineal) and Earth (Pituitary). This is also symbolic of the Two Horses who are joined within one symbol.

Man - I am connecting this rune with the *A-Man's Horn* simply because it does seem to fit through the 'man'; it comes after the Sacred Marriage which we need to study more to make sense of.

Lagu - The 'Crystal Waters' which are secreted with the 'Sacred Marriage' - the Amrita or 'Nectar of the Gods'.

Ing - This has to be the 'Light' which is produced through this process - the 'Fire' associated with the divine.

Daeg - En-light-en-ment.

There are more points I need to raise in order to try to prove that it is right to use these rune-meanings. In Chinese Lore or Taoist Lore the North Star emits pulsing vibrations which affect and activate the Pineal Gland - the ***North Star***.

'Tiw is one of the signs, holds faith well with noblemen, on a journey is always above night's gloom, never fails.'

The *Old English Rune-Poem* translation by Steve Pollington.

Tir (the poem spells it this way) is associated with 'noblemen' and also with a star which is obvious from the words, presumably the ***North Star***. But we do not just have this coincidence, for the glyph of this rune is actually a *Spear* and is the *Spear of Woden* which is plunged into the Graal-Cup. This is the 'Sacred Marriage' and its 'consummation' which produces the 'Nectar of the Gods'. This is a

chemical process but which is reflected in the Astral World or Spiritual World. This suggests that the ***North Star*** is the 'Pineal Gland' in some way, although there is also the suggestion that the World Tree is 'upside down' and thus the Pineal Gland could also be (perhaps) linked to Sirius. This is not clear as yet. ***(*****)***

To sum up, when Woden lost his 'Third Eye' by sacrificing it in the 'Well of Memory' this was when Man lost this ability too, but it also led to his gaining the 'ego' or 'I' which allowed him to become self-conscious, conscious of himself and with the ability to 'know good and evil'. Whilst the process of involution was going on there is a counter-current which clearly shows that the ability to 'see' differently through the regaining of the 'Third Eye' is possible, and indeed is the next stage of Man's evolution into the God-Man.

The 'Crystal Palace' is Odroerir in the ALU-UAL Formula, it is the Head Centre that covers this area around the centre of the head. This is the *Wod-Roarer* ad the centre connected mainly to the 'Third Eye', although the 'Sacred Marriage' is said to take place in the Crown Centre. Then we go beyond to the *Black Sun* where the 'Sacred Marriage' leads to the separation once more of the 'I' that becomes the ***Absolute I***. The next stage is through the Green Ray of Venus which is the Star of Resurrection. Thus the 'resurrection' of the God-Man, but this time he is a full adult.

(*) *The 'Amen' of the Christian Bible has the same roots and meaning, as does perhaps the Hindu Aum, although the 'n' is left out of this. In relation to this the 'n' may well be important because when sounding it there is a vibration set up through the nose into the forehead (try this for yourself). It has also been said that putting the tongue at the top of the mouth affects in some way the Pituitary Gland, and the 'n'-sound has the tongue at this point.*

(**) *The horns of the ram are slightly spiral in form and this is symbolic of the 'spirit' and of the 'divine'.*

(***) *Amrita is Am-Rita or perhaps Amn-Rita which suggests that the 'sound' embodies the 'right action'.*

(****) *This connection is feasible in view of other letter-changes within Indo-European Languages; we have the German 'alb' become 'elf' here in England, both rooted in* ****al-*** *or* ****el****, so 'eld' could be an extension of this root. We could also see the same process in the following -*

UR-ALT-EN *which means 'Primal Old One' or 'Primal Ancient One' but which could also mean 'Primal Light-Master'; this also applies to* ***WR.ALDA*** *whose name means the same but instead of 'alt' we have 'ald'. Another point to consider is that Tolkien's 'Primal Father' is* ***Illuvater*** *meaning 'Ilu-Father' or 'Light-Father' but he gives an alternative name of* ***Eru*** suggesting that Er & El (Ilu in this case) are linked and interchangeable. This opens up a vista of ideas which we'll not go into here.

(*****) *There is something that came into my mind and which always seems to prove a mystery, and that is the link between the name* ***El*** *and* ***Saturn****. Saturn today is a 'malevolent' planet but according to Esoteric Tradition Saturn was the 'King of the Golden Age'. Miguel Serrano's work is based around the theme that Saturn has been 'bound' or 'chained' (through the rings of ice maybe) and that the triumph of the Hero or Vira would free Saturn, allowing him to once more become the 'King of the Golden Age' once more. Since the Hindus know the Golden Age by the term 'Krita Yuga', an alternative being 'Satya Yuga', then we can see the same root -* ****sat-*** - in both of these words, and that 'sat' refers to 'Being' according to Julius Evola. There have been suggestions that Saturn was once the prime star of the North and is the 'Black Sun' now, but this idea is not upheld widely, though I feel it needs keeping in mind.

The Veneris Rune & The Solar Xrist

The *Veneris Rune* is an eight-rayed symbol used by Don Miguel Serrano as the *Rune of Venus*, and also of the *Rune of Completion.* In his works he uses the Hagal-Rune as the Rune of Pisces, and the Veneris Rune as the Rune of Aquarius.

The Hagal-Rune or *Haegl-Rune* is the Rune of Krist, being a bind-rune of Is and Gyfu - Iesous and Xristos. This is also the 9th Rune, and Woden is resurrected on the Ninth Night (for this mystery read my article on Peryth Shou in *Runemasters - Mystics and Teachers of the Heathen North* edited by Troy Southgate and available from *Black Front Press*). After that quick 'advert' we'll get back to the point. There is also another point here and that concerns the Haegl-Rune as representing the HE/SHE or Androgyne. We are today in the period of the 'Dissolution' and it seems clear that this process entails that of melting together the sexes, races etc. which we can see clearly in the 'gender' problem today. We cannot stop this in the masses but we must with all our might resist it and ensure that we build an alternative for the young people to oppose this slide into the Primal Chaos. I read the other day about this 'problem' which has increased some 200% (might have been 2000% if I read it wrong) here in England over the past decade or so. This was never a 'problem' until it was deliberately created through what we could see as Dark Magical Techniques used on the minds of young people.

The Is-Rune shown above is the central stave of Haegl - it represents Iesous, but also as the figure hanging upon the X-Cross.

The Gyfu-Rune represents Xristos because of its shape, thus *Iesous Xristos*; the 'X' is a letter sounded like the Scottish 'loch', a gutteral sound.It also represents the X-Cross or 'Cross of Sacrifice'.

The Haegl-Rune is also the union of HE/SHE in his works, that which occurs at the Crown Chakra. In this system there are two chakras above this, the Black Sun and the Green Ray.

The Veneris rune has two distinct symbols, as far as I can see from my readings of Miguel Serrano's works; of course, there are no doubt more -

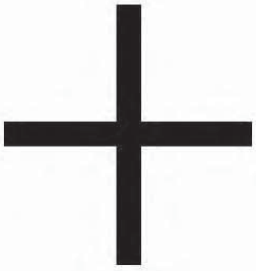
- Two Haegl-Runes joined together.
- The Haegl-Rune 'pierced' with the Spear of Sagittarius.

Whereas the Haegl-Rune represents the union of HE/SHE, this one goes beyond, through the 'Black Hole' (Void) where is seen the burst of the Green Ray. 'Pierced' through with this Green Ray this rune is the *Rune of Completion* where the Initiate is 'reborn' with the **Absolute I**, just as his SHE is reborn the same. They are united but separated. This is how I understand this to be, and is my opinion on this though others will be able to get deeper than I into these Mysteries.

In Folkish Wodenism we have used the above *Edhel-Rune (Odal-Rune)* to represent At-al-land - the Land of Origins. But it has also been used to represent the Double-Star - Venus - which is male (Ingwe) and female (Freya). Miguel Serrano uses this rune to represent the Esoteric Order of the Black Sun (SS = 'Swartz Sun' or 'Swartz Stein'). The one above represents the White Sun - Black Sun.

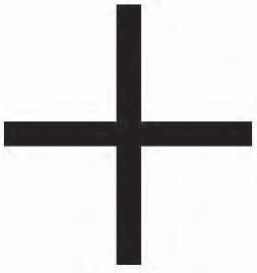
In a previous post I have mentioned a formula connected to the *Merseburg Charms* and I am going to repeat this here since it fits so well with the ideas that I am going to put forward now -

This is the true symbol of the Sun-God - Baldaeg or Pol - and it is the Solar Wheel or Sun-Wheel. It is also the symbol of the *Son of the Sun* which we can see (for this purpose) as the *Solar Krist.* This symbol is that of the Divine Man in the Golden Age. Now, due to the 'Witch of the Eclipse' (remember the Solar Eclipse in the New Testament) the Solar Krist loses his 'Solar Ring' and his symbol becomes -



This is not the 'Christian Cross' but the Cross of Fro-Ing who is the Solar Krist; the 'Christian Cross' is extended to become the 'Cube of Saturn' rather than the Sun-God. Krist - the Solar Spirit - is 'crucified' on the Cross, symbolic of Man being 'crucified'. Here, according to Miguel Serrano, it is the Art Royal or Alchemy that transforms the Cross into the Widdershins Swastika, rotating backwards in order to find the EXIT from the *Eternal Return* towards the Divine Origins - "This is the Kristianity of Wotan". At this point Woden voluntarily sacrifices 'himself to himself' by hanging upon the living World Tree, this being the symbolic 'fall' into matter which suggests a voluntary 'fall' by the Divine Race in order to free this universe, as Miguel Serrano suggests.

Then the 'legs' of the 'Foal's Foot' (Fylfot) are 'broken' creating the 'Broken Cross' or 'Crooked Cross'; this is the symbol of the Solar Krist but at the point where the Widdershins Swastika moves against the flow of time, decay and death back towards the origins of At-al-land and Thule.



When this is achieved, through the Magic of the Goddesses and then Woden the 'Foal's Feet' are mended and the symbol returns to that of the Solar Cross.

The 'Ring' (Draupnir) is returned to the Sun-God or Solar Krist and the Golden Age returns because the Solar-God (Baldaeg) or Sun of the Son (Krist) is resurrected from Odainsacre.

From this we have another important discovery in regard to the *Holy White Stone of Ing* and the *Mysteries of Ingwe.* On the Stone we have the following -

- The Gyfu-Rune (X) represents the Solar Xrist. The 'gift' here is the sacrifice which is one of the secret meanings of this rune. Here the 'Cross' is the 'Cross of Saint Andrew' (X-Cross) who is the patron of the church in which the Stone can be found.
- The Ing-Rune (XX) represents Ingwe.

Again, we have the reconciliation of Woden and the Solar Xrist held within these symbols. This is the theme of my good friend *Wotan's Krieger* in one of his recent blogs, the idea that we can get through to more people through their becoming

aware of these truths - we do not covert but we should spread the truth to others. There is yet another *Hidden Mystery* here since it is essential that we unite the figures of Woden and Ingwe within ourselves, which has been the aim of these works for some time now.

According to Carl Jung when he spoke to Miguel Serrano he said his work was aimed at "making it possible for the West to rediscover the resurrection of Kristos within man. Because Kristos is himself, he is the *Selbst* (Higher Self)".

The *Solar Xrist* being *Ingwe* is the the God of the Solar-Fire, the Son of the Sun, and through his 'sacrifice' on the Cross (Matter) we see the clear symbolism of the *Sacrifice of Fire into Matter.* Thus the *Divine Spark of the Gods* comes down into Matter, shown on the Holy White Stone of Ing with the added 'cross' which is 'Fire' (Ken Rune) into Matter (The Cross).

Not only Ingwe but also the Sun-God, Baldaeg, have been equated with the Xrist, as we can see clearly in the *Dream of the Rood.* Here the 'Hero-God' (which is indeed one of te meanings of the Ing-Rune) is pierced through with arrows, just as Herebald in *Beowulf.* Norse Mythology has Blind Hod using a sprig of mistletoe which is the only thing that will slay the Sun-God - hardly a suitable weapon so this must be an alternative symbolism.

We have shown before that the figure of a god hanging upon a cross is far older than historical Christianity. Only though Mithraism and appropriating Aryan symbolism could the Established Church create a false religion based upon 'Jesus Christ' - the Gauls had a god named 'Esus' and 'Christ' is the Greek term for one who is 'anointed'. The 'mitre' worn by the Roman Catholic Priest gives the game away, named after Mithras. The 'star' that hung in the skies at the time of this 'birth' is Sirius, and the Three Magi or Three Kings are the stars of the Belt of Orion which points towards Sirius. We do not know if anyone known as 'Christ' existed since there is no evidence from the Middle-East, but what we can surmise is that the *Solar Xrist* came down into matter as an 'Avatar' (The Dove = 'The Diver" = "The Avatar") bringing the Divine Light of the Gods down to Earth in order to save the Spirit of Man from the Demiurge, seen as Ildabaoth by Madame Blavatsky. Demiurge, Ildabaoth, Dark Lord, whatever we call this Dark Force, some kind of Avatar was slain on a Cross that on the Ninth Night he would 'resurrect' as Wid-Ar, thus 'resurrecting' the Father (Woden) as the Son of the Sun.

That this figure is resurrected as an Avatar of the Sun-God is shown clearly in *Revelations* where the 'Son of Man' (Ingwe) comes as the 'White Xrist' riding upon a White Horse, wearing the colour of the Purest White, and leading a vast army dressed in the White of Purity. Out of his mouth proceeds a 'Sword' - the 'Word-Sword' which he will wield against the Servants of Darkness. The images relating to this figure clearly show that he is connected to Bootes which is connected to Ingwe as the 'Son of Man'. The figure seems to be connected to -

- Bootes in the North.
- Venus as the 'Morning Star'
- Sirius in the South.

Why I do not know but this does seem to be the case. He is 'resurrected' from the star Venus - the 'Star of Resurrection'. All Egyptian Pharaohs were held to go back to the stars whilst their spirit was resurrected in their successor. Venus is the *Star of the Waene*. Since it is a male-female star this may hint at a link to both Valhalla (Woden) and Folkvang (Freya).

The Sacred Number 9 is one of our most important symbols since it is a spiral, and as Miguel Serrano suggests, it counters the Number 6 which would at one level represent the Age of Pisces. No numbers are 'evil' as such, but they can be manipulated for dark purposes. The Haegl-Rune is the ninth rune and thus the Veneris Rune is 99; the letter H in our English alphabet is the eighth rune and thus 88. 88 is the number of constellations in our Milky Way Galaxy. 8 is the number of Infinity when placed on its side. There is a mystical link between the Number 8 and the Number 9 since the eighth letter is really the ninth because we should start at the Number 0 and not the Number 1. The ancients always started with the Number 0 which is the Number of 'The Void' or Ginnungagap.

"The Graal in its highest meaning is nothing other than the Holy Vessel of Heaven, the Double Hagal Rune...The Graal consequently is in some respects the heavenly pasture of the stars." Rudolph John Gorselben.

Gorsleben also has another and more interesting statement to tell us from the same work -

"The double Hagall Rune is the symbol of reincarnation, of the resurrection...It is the widdershin (spine) of the heavenly body of the zodiac, which disassembles into ***wid-arist*** *or* ***widar-ist****."*

Here he associates the Veneris Rune with the *Resurrection of Wid-Ar*, even though he does not use the term 'Veneris' which was that used by Miguel Serrano. The Widdershins Swastika of the Return to the Origins may well be linked to Widar because of the term itself. When looking this up I found that it is usual to see this as 'Scottish' but since it was used in Lowland Scotland it was thus from the Old English *widre* with the 'sin' added, and cognate to the Middle High German *widdersinnes* said to mean 'against direction' but which would more likely have been *widre - Sun* and thus 'against the direction of the Sun. The word became popular with Wicca, obviously trying to use old and 'authentic' words to authenticate an otherwise totally false 'Old Religion' made up of various traditions mashed together. The sunwise term used is *deosil* which is said to be Scottish and Irish Gaelic, but when studied the suffix *sil* would mean 'Sun' and thus 'Sunwise' or something close to that. Wid-Ar is the 'God of Resistance' and the 'God the Resurrects' and all these ideas fit together. The Widdershins Swastika may well be his symbol at one level, perhaps related to the central symbol of the above sequence -

Sun-Wheel - Cross - Swastika - Cross - Sun-Wheel

When the Pole Star - Polaris - returns to its former place which it held 26,000 years ago then Wid-Ar the Avenger returns. As CM-R pointed out to me, and which featured in a former post, this Pole Star is associated with the **Wolf**, and thus Wid-Ar is also associated with the Wolf - he actually slays the Wolf of Chaos - Fenris. Only the Wolf can counter the Wolf. In the Wolf-Hook Rune we find the Symbol of Resistance and the Symbol of Wid-Ar as the God of Resistance. There is much to link the archetype of Wid-Ar with Ingwe since we have entered the *Age of Ing* ruled over by the new archetype - Ingwe.

The Crystal Palace - Part Two

These posts should always be seen as linked to the ALU-ULA Formula and to the idea of the *Three Cauldrons,* these being linked to our own Northern Heathendom by Steven McNallen of *Wotan Network*. These later posts merely add to what is already known about this theme, and we hope that doing so will help others in their gaining of knowledge. We see no need to go over the formula here but keep in mind these ideas are linked.

It seems that the Pineal Gland has now been found to contain very, very small crystals of *calcite,* so is it a coincidence that the English used a Latin Term for one of their runes - *Calc* - the root of the word *calcite?* In the ideas of the Three Cauldrons of Poesy (Irish Lore) the Upper Cauldron is inverted, just as the above Calc-Rune shows an inverted Eohls-Rune or 'Life-Rune'. The aim is to reverse this into its 'true' upright state - which would naturally hint at the 'Tree of Life' - Immortality!

As we stated in Part One the area within the head where the Pineal Gland, the Pituitary Gland and the 'Ammon's Horn' are situated is known in Chinese Alchemy as the *Crystal Palace.* But it has also three other names -

- Sacred Square Inch.
- Heavenly Heart.
- Cavity of Spirit.

The name 'Sacred Square Inch' is important if (and only if) it is true to say that the three glands mentioned above are within around one square inch in the human head - which they could well be. Since it would seem that the Egyptians saw this area as the *Eye of Horus* then the Chinese were also aware of the glands within the human head. Here we should stop and think because in most studies

the physical level alone is seen to be important; in our case, as in these ancient cultures it is the spiritual and astral level that is important. It seems that this area is connected to the 'Sacred Marriage' which is the stage in alchemy known as *Solve et Coagula - 'break down and run together'.* This is not the last stage since the next is to go to the Black Sun (Void) where the 'separation' takes place, and then the Green Ray where the ***Absolute 'I'*** is created through 'separation'. (See Miguel Serrano for a more profound view of this.)

It is interesting to recall that Guido von List had visions that gave to him the Armanen Rune-Staves and Rune-Names whilst blinded in both eyes after a cataract operation. It seems also (if I am correct here) that he used a *Hexagonal Crystal (Krist-All)* as a means to project the runes through light refraction. The Armanen Runes could all be found to come from the 'Mother-Rune' which is the 'Krist-All' or 'Hag-All', and which in reality was a Hexagonal Crystal. Some of the crystals found in the discovery within the Pineal Gland are said to be **Hexagonal Crystals**. This is extremely interesting because it may answer the question as to why the Holy Runes - of all ancient alphabets - are all straight lines. 'Because they were carved in wood' is hardly a logical conclusion since they were also carved in stone, even if at a later date.

We can find the Armanen Runes in the 'Hagal-Hexagon' and the Ar-Kan Runes in the 'Nine Glory-Twigs Hexagon', at the centre of which is the Hagal-Rune ('Seed of Life') out of which the 'Tree of Life' grows. Since the Haegl-Rune means 'hail' at one level it is associated with the 'corn' or 'seed' and thus to the 'Seed of Life' out of which life grows. This 'seed' should not just be viewed at the physical level because it is also akin to the idea of the 'aura' since it already contains the fully-grown individual within itself.

The Calc-Rune has also another hidden meaning concerning the idea of a 'cup' (Graal-Cup) or 'cauldron'; the rune is tipped over which suggests the pouring out of a liquid, in this case the *Liquor of the Graal-Cup*. This is the *Amrita*, *Soma, Haoma* or the 'Drinking of the Astral Blood' (Serrano). It is the *Amber Nectar* which pours downwards from the Head-Centre and which (at the physical level) contains a mind-altering substance excreted in the 'Sacred Marriage'. The ***IE Root *kal-*** means 'cup', 'chalice' but also gives the Greek *kalux* meaning 'seed-vessel' which suggests the female role in the Cup-Spear union.

Since the Calc-Rune or Yr-Rune (Armanen) forms part of the HE/SHE ideas of Don Miguel Serrano, together with the Eohls-Rune or Man-Rune, then the Haegl-Rune is seen as the union of these two. We have the ***IE Root *kal-*** which forms our 'calc' and if we go to the more Southern European Language Roots to find the equivalent of our ***Haegl*** (silent 'g') we can find ****kailo-*** which is the root of our *hael, hal, heil, whole, wholesome, holy etc.* This is related to the ***IE Root *kaghlo*** which gives us our *haegl, hagol, haegel* meaning 'hail'.

We have seen before how these ideas are related to the Third AEttir of the Ar-Kan Runes -

Tir - The Father - HE

Beorc - The Mother - SHE

Eh - The Sacred Marriage of HE/SHE

Man - The Union of Man-Woman

Lagu - This is the 'Liquor of the Graal-Cup' which is produced by this Sacred Union. This is also the 'Lake' symbolic of the 'Well', with the next rune the 'Well of Memory'. It is also the 'Blood' and thus the 'Blood Memory'.

Ing - The 'Son of Man' produced by this Sacred Union - in this case the 'Astral Body' or 'Star-Man'.

Daeg - The Light of Day, Illumination, Enlightenment, the body lit with the opening of the Pineal Gland.

Edhel - The 'Rune of The Hooded Man' (Hamasson) who appears as a hooded figure where the hood is empty, not 'black' but more of a total Void.

(The last two runes - Daeg-Edhel - are reversible because perhaps the two stages can be reversed, going from the Darkness into the Light of Day. Or, since the Daeg-Rune can also be seen as Day-Night and a rune which can be instantly reversed, switching one to the other, then Edhel can also be seen as moving backwards (or forwards) to At-al-land, which sank and will rise anew.)

Since the Pineal Gland contains crystals it is likely that this holds true of the Pituitary Gland too. We have covered *Ammon's Horn* and its links to these two glands, though most scientists will only cover the physical aspects of this, so a very shallow meaning is found.

The 'Eye of Horus' is another point we need to consider, since in our own Wodenic Lore we equate Horus (Heru) with Wid-Ar. Horus, like Woden, is said in some myths to have lost an 'eye'; this is a very ancient Archetypal Myth and could, as mentioned before, refer to the Third Eye lost in the Well of Mimir (Well of Memory). This 'eye' is not 'found', it has to be awakened, and this is a spiritual quest; even in the modern 'New Age' and 'Psychic' scene the physical attributes of the 'Third Eye' are paramount. We should look deeper into these ideas to the spiritual and to the parallel world of the 'Astral' because it is the ***Astral Body*** that has to be recreated.

Now, I mentioned that there was a link between the 'Third Eye' and the Pole Star, and around 26,000 years ago Polaris was the Pole Star. This was associated with the Wolf and with Anubis it would seem; of course, the 'loss' of the Third Eye could be seen as the 'loss' of the Pole Star of the time. We cannot tell for certain. But, the loss of the 'Third Eye' could also be seen as occurring around 13,000 years ago, or half a Great Year, since this takes us back to the time of the sinking of At-al-land. When this 'sank' so did the Third Eye 'sink' into the Well of Memory. Wid-Ar is said to return after a 26,000 year cycle, according to Gorsleben anyway. He is ***He Who Returns*** since his name stems from 'to return' or 'to go against'. Polaris has returned too.

Wid-Ar is associated with Ar-ies the Ram, hence why I have chosen to spell the name this way. He is 'widder' which means 'ram'; and the *Ammon's Horn* can be seen as the 'Ram's Horn'. There is a link here between the Third Eye Centre and

the *Manipura Chakra* which is in the Base Centre because this centre has the following symbols -

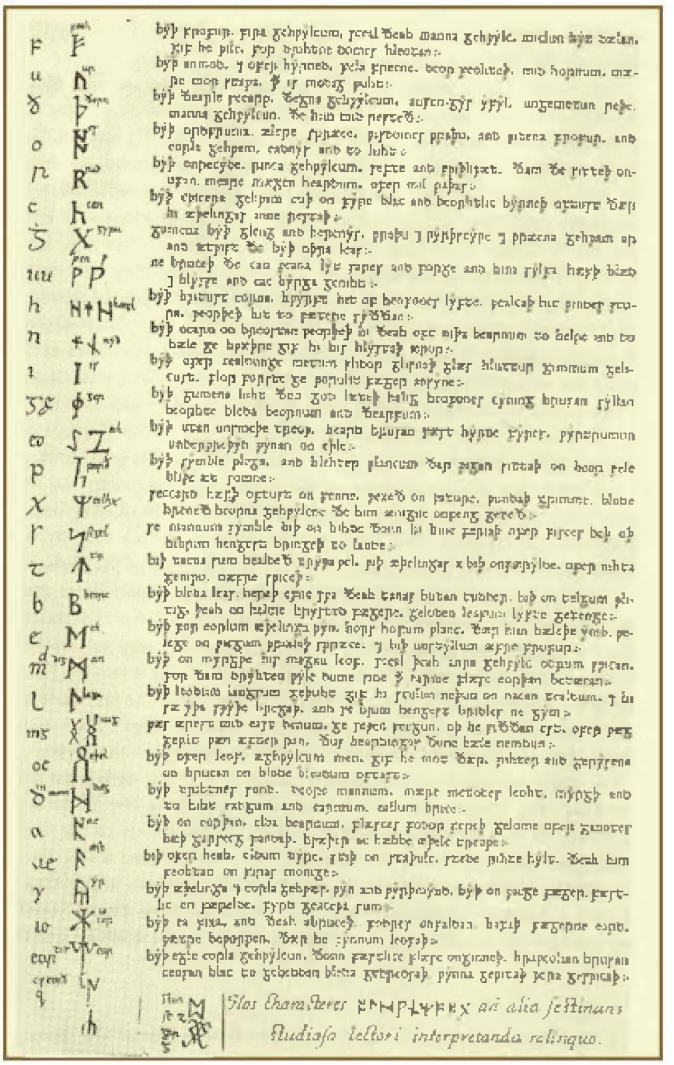
- Fire
- The Swastika as the Force of Fire
- The Ram (Agni)
- The 'Seed Mantra' of this chakra is 'RAM'

This Base Centre is the *Cauldron of Heat* known as the 'Golden Stove' in Chinese Alchemy and Tantra. Agni is Ingwe whose 'fire' is the Inga-Fire or Agni-Fire. In the Base Cauldron there is a Fire-Centre and Water-Centre and Agni-Inga is ***Fire-in-Water***. He is the Fire that arises out of the Waters.

We cannot ignore the fact that the Upper Head Centre is named *Odhroerir* which can be rendered 'Wod-Roarer' and this has to be connected to the *Woda-Force* (Odic Force) and to *Woden* as the 'Master of Wod'. If I am right Don Miguel Serrano connects the Third Eye with the Odal-Rune and we can do likewise since the centre is named *Odhroerir.* I believe that Stephen McNallen also connected the Odal-Rune to this centre. If we see the Edhel-Rune as being a 'hood' then this fits well with the Head Centre.

The Fool's Foot & The Hidden Rune

In a post about the Merseburg Charm I mentioned that the Fylfot means 'Fol's Foot' and also, as a play-on-words, 'Fool's Foot'. It struck me today that taking the Old English word for 'king' - *cyning* - which is pronounced 'cooning' the Fylfot should be pronounced 'Fool-Fot', hence 'Fool's Foot'. The meaning 'Fol's Foot' stands since this concerns Baeldaeg's horse, Fol being an alternative name for the Sun-God.



The rune that I am concerned with here is the Gar-Rune which is the *Spear of Woden* and the *Gift of Ing.* This is a Germanic Ing-Rune overlaid with the Gyfu-Rune, thus 'Gift of Ing'; this is proven by the name of Woden's Spear - G-UNG-Nr or G-ING-Nr which is 'Gift of Ing'. In the above Old English Runes certain runes have been rounded off simply because they were written by Christian Scribes. The runes are <u>never</u> rounded and are angular shapes.

The Gar-Rune

However, when we take a look at the *Armanen Runes* created by the German Rune-Magician, Guido von List, we find that the Gibor-Rune he uses has a line overlaid with a Sig-Rune or 'half a fylfot'.

According to von List this rune is the *Gibor-Rune* which was a 'hidden' Swastika, hidden by the Armanen Initiates because of its supreme secrets. If this were so then there is no reason to doubt that the very same thing could have happened with the Old English Rune-Row and to the Gar-Rune. The arms are not bent in the shape of the Fylfot-Swastika but we could see in this version a 'Double-Swastika', one going Sun-wise and the other Widdershins. If this is so then we have discovered a 'Hidden Rune' with a very profound set of meanings -

- The 'Fool's Foot' - connected to *The Divine Fool* who is *The Hooded Man*, and whom we find in the myths of Parsifal and Hamlet.
- The symbol of *The Hooded Man* can be found in the Double-Swastika which represents 'Light and Darkness' in balance.

- The Swastika is the 'Fire-Wheel' which connects to Ingwe who is the *God of Fire*; this is the 'Gift of Ing' found in the symbolism of the Gar-Rune.
- The Fylfot-Swastika is said to represent the Sun, but here we need to recall the change from a Polar Mythos to a Solar Mythos. Originally the Fylfot-Swastika represented the stars moving around the Pole Star, and formed part of the *Polar Mythos.* It seems quite possible that Baeldaeg was not always a 'Sun-God' but was the original 'Polar God'; this seems likely since he has the alternative name 'Pol' or 'Fol'. He would thus represent the Pole Star around 26,000 years ago which was 'slain' and 'arises again' after the 26,000 years cycle.
- From the Merseberg Charm and the formula of the Sunwheel - Cross - Fylfot - Cross - Sunwheel we can see that the Fylfot-Swastika is symbolic of Baldaeg in the Underworld, awaiting his return at the right time of the cycle.
- The ***Root *bael*** actually means 'fire' which underlines what I have just said.

The Fylfot-Swastika is one of the most potent symbols of our Folk; it has arisen anew for good reason at this time of the Cycle of the Ages. As the *Widdershins Fylfot* or the "Swastika of the Return" (Serrano) this is the way back to Thule and to the return of Baldaeg after Ragnarok.

The Long Man of Wilmington is *The April Fool* or *Divine Fool* who is *The Hooded Man.* He is an aspect of *Waendal* who appears as a *Fire-Serpent.* The figure is shaped like the *Cweorth-Rune* which is the *Fire-Twirl* and it is quite likely that the symbol here, if it were revolved, would create a Swastika at a certain speed of turning. The figure is just a couple of miles east of 'Polegate', a name first recorded as 'Polgate' - 'Pol-Gate'. There is reason to believe, since the figure faces north, that this is the 'Gateway to the Pole' or the *Gateway to Thule.* The hill-figure is opening the 'Gateway to Thule' and the return to the origins.

Waendal is the English equivalent to the Norse Mundilfore, and since Mundilfore is associated with the Swastika then there is further proof that Waendal is too. The name 'Mund-ilfore' stems from the same roots as *manth* which forms *pramantha* which is the 'Fire-Wheel' or 'Swastika'. The name *Prometheus* could stem from the root, at least at one level. Mundilfore is the 'World Turner' which is why the Swastika is his symbol, the turning of the Earth around the Pole Star.

The *Northern Gateway* is the 'Gateway to the Gods' and thus to the *Immortals* and to *Immortality.* The Land of Albion itself is symbolised by the Sword of The Hooded Man - Albion - which contains within its blade the *Power of Light and the Power of Darkness in balance.*

The Gar-Rune is also the Rune of Albion which originally was a diamond-shape (Ing-Rune) here with the Four Directions and Four Quarters, the Sacred Centre being in the middle. This Sacred Geometry can be found in Ireland which was split into Four Quarters with Tara as the Sacred Centre. The Sacred Centre of Albion was at Beran Byrig (Banbury) marked by the 'Banbury Cross'. Here, at this point, the Island Dragons dwelt - the Red Dragon and White Dragon. These were in Eternal Conflict in these islands, and were removed to Dinas Emrys in Snowdonia, North Wales. A secret rite was done near to Dinas Emrys and a

talisman of the White Dragon made and placed at Banbury Cross to bring the White Dragon back to its homeland in England.

There is a secret symbolism held in the Gar-Rune and its 'hidden' meaning; the Gyfu-Rune is static whereas the Fylfot-Swastika symbolises movement. The 'gift' is indeed the sacrifice that must be made by the English Folk in order to achieve the Final Victory. The Swastika is the energy of movement needed to awaken the English Folk to their true destiny. The 'Gift of Ing' is *Fire*, as shown on the White Stone of Ing, and the Holy Fylfot is the 'Fire-Wheel' that whisked the worlds into creation.

As I have said before, the last four runes - The Four Hallows - have no rune-poems, and there must have been a hidden meaning in this. What we need to consider in dealing with this subject is that, according to Guido von List, there was a Hidden Order of Armanen Masters, Adepts and Initiates that held on to these Sacred Mysteries and passed them on from generation to generation. And these 'Hidden Masters' were in contact with what is known as the *Great White Brotherhood* which guides our Folk in this struggle.

Norse Mythology was written down in Iceland and Scandinavia, mainly in Iceland as regard to the actual myths, and the Younger Futhark (as Hamasson has said) reflects this tree-less region of the world. The Ar-Kan Runes have been developed from the Northumbrian-Frisian Runes and have regained the trees lost in dropping some of the runes, suggesting that the 33-rune row was older than has been suggested. I believe these runes stemmed from the Lost Land of At-al-land where the English Tribes dwelt in very ancient times. The 'Druids' of these islands were not all 'Celtic' as we have proved, and this Druid Lore was based firmly around the Sacred Trees of these islands.

The Gar-Rune has the Number 0 and is *The Beginning and the End, First and the Last* since it can come at the beginning of the Rune-Row or at the end of the Rune-Row. It is the 'Joker' of the 'Pack' - 'The Fool'. It represents the Cosmic Joker who rules over this era in the Cycle of the Ages - the time-in-between-times. Hidden within this rune is the most powerful symbol of our times - the Fylfot-Swastika.

The Three Cauldrons, the Graal-Runes and the Royal Art.

For a while now I have been looking at the ideas which I put out on the *Three Cauldrons* in regard to the colours Black-Red-White attributed to each Energy-Centre. In doing so I have become unsure if the colours Black (Lower), Red (Heart) and White (Head) are right; this is because of the parallels which can be found in the *Royal Art* (Alchemy), for which I am going to use the work of Miguel Serrano and Julius Evola -

Nigredo (Black) - The 'Mystical Death' or 'Magical Death' which is the journey of Parsifal to the 'West' - the 'Land of the Dead' or 'Land of the Mystical Death'. This is associated with 'Good Friday'.

Albedo (White) - On the 'Saturday' ('Saturn's Day') Saturn-Kronos is regenerated, this is the regeneration of 'Time'. For this there has to be an alliance of Sulfur and Mercury, a symbolism I shall look at in this post. This is associated with the 'Waters of Life'.

Rubedo (Red) - The 'vajra' or 'Diamond Thunderbolt'; the Resurrection of the Hero, the 'Son of Man' according to Miguel Serrano. This is the Sun-Day of the work. It is the 'Gold' (Sun) which comes out of the 'Lead' (Saturn). ***(*)***

(*) *These days are what we call 'Easter' and associated with the Goddess of Rebirth, of the New Dawn and the Spring. Although Easter is usually associated with a particular phase of the Moon there is an alternative to this in that the true date may be the Summer Evennight (March 21st) which comes under Aries the Ram. The date of March 24th has been associated with Hama-Heimdall so there may be something in this idea. This is one of the two dates when the Power of Light and the Power of Darkness are in balance. The conception of a child on this date would make a 'Child of Yule'.*

Both Miguel Serrano and Julius Evola point out that the *Albedo* is <u>not</u> the end-product of the Alchemical Work, and that *Rubedo* is the final stage needed to complete the 'Great Work'. This is why I have been questioning my own ideas on the Three Cauldrons, at least in regard to the stages symbolised by the colours. Unfortunately, I am not well-read on the symbolism of alchemy which has always seemed rather vague and not easily understood without a firm knowledge of the symbols of the elements and planets. This is a very complex subject and needs more study, but I am going to look at this from another angle to try to throw some light on the subject.

Miguel Serrano says that the 'Great Work' is that of transforming the polluted Aryan Blood which is done through adding 'Sulfur' to 'Lead'. Lead is the metal of Saturn and Sulfur may well be a word derived from 'Sol-Fire' ('Sun's Fire'). I believe that this 'Sun's Fire' is associated with Ingwe as the God of the Hearth-Fire. An 'alliance' of Sulfur and Mercury would be that of Ingwe and Woden, which would re-unite the roles of King and Priest as they were in the Primordial Age.

In Greek Mythology the High God, Zeus, created a better lineage out of those whose destiny was to 'descend ingloriously to Hades', and Hesiod called this the ***Race of Heroes***. This Divine Race was 'given the possibility of attaining immortality and partaking, despite all, in a state similar to that of the Primordial Age.' This is not far from Wagner's interpretation of the Race of Wolsungas who were a Divine Race fathered by Wotan. The 'Golden Apples of Immortality' are for this Race of Heroes alone, and are guarded by the Goddess Idunn. The divine legacy of the Noble Warrior-Hero is ***Fire***. Kingship and the AEthlinga are associated with ***Fire***.

'The father is the household fire' - Laws of Manu 2:231.

'To keep fuelling the Sacred Fire is the duty of the Divya, the Twice-Born.'

We read in the *Atharva Veda* -

'By coming forward, he (Agni) has created kingship...'

It was thus Agni and through the obvious parallels, Ingwe, who is the *Archetypal Sacral King*. This is clear from his role which covers virility and fertility, for the Sacral King has to 'wed' the land in the form of Sovereign, and thus break the cycle of the 'Wasteland'. Agni-Vaishvanara is the Spiritual Fire that leads the conquering king to victory.

To understand this further I am going to use some ideas put forth by Julius Evola, ideas connected to this drive towards immortality -

Way of the Ancestors - We have covered this before and this refers to the creating of the 'Shadow' at death which goes through a 'Second Death'. These souls then continue by reincarnating into the family, tribe and race. They continue within the Cycles of Time or the Eternal Return of Nietzsche.

Way of the Gods - The Divine Heroes (Viras) or 'Demi-Gods' do not emanate a 'Shadow' for they overcome the 'Second Death' and create out of the *Ka* (the 'Daemon' or 'Double' which exists in another world or dimension) a new kind of *incorruptible body* known as the *Sahu* in Egypt, and which exists in the invisible dimension or world. This is called the -

Immortal Body,

Body of Light,

Resurrected Body,

Diamond Body.

This is a body that has achieved a high degree of knowledge, power and glory and has become everlasting and incorruptible. This is the 'Triumphal Death' and is the Mystery of Valhalla. Those who take this *Solar Path* are the ones who go out and come back, like the Boddhisattva they incarnate or 'resurrect' at will in order to continue this struggle and to aid mankind and the Earth. The *Way of the Ancestors* is to keep returning over and over within the Cycle of the Ages.

In one account Agni takes the form of a Hawk (Solar Hawk) when he snatches a branch of the Sacred Tree and is struck down for doing so. His feathers are scattered on the Earth and where they fall they produce a plant whose sap is the Earthly Soma. This 'sap' is the 'Fire-from-Water' associated with Agni, and thus with Ingwe. This is the *Nectar of Immortality* - Soma or Haoma - and the *Sacred Mead.*

The above is one of the symbols used for Sulfur, a Triangle above a Cross, meaning the domination of Fire over the Four Elements. As Evola states, this is fire in an 'impure' state since it is locked into matter; however, as such it symbolises the Divine Principle (Divine Spark) in Matter. Looked at another way, this is the 'Power of Gold' that exists within Lead (Saturn).

This is another symbol used of Sulfur, one containing within itself the idea of 'immortality' since it uses the Symbol of Eternity.

Evola also tells us that the Sign of Aries represents Sulfur in a purer state, as the 'Power of Gold' (i.e. Sun-Fire). Aries the Ram is obviously associated with Agni, Hama and to Ingwe at one level. When we view the ideas on 'sulfur' we should not see these relating to the physical form but to a spiritual form of 'Fire that does not burn' - and Inner Fire.

When I discussed these ideas in regard to the 'Crystal Palace' of the Chinese, connected to the Pineal Gland, Pituitary Gland and the Hippocampus (Ammon's

Horn') there seems to be another gland which is just as important - the Hypothalmus Gland. This is now known to control the Pituitary Gland.

Pineal Gland - This is male and is usually thought of as the 'Third Eye'. What we do know from science is that this emits *melatonin* under the condition of darkness, and that it is the whole of the body that senses this and not just the eyes. Only under the condition of darkness is melatonin produced.

Pituitary Gland - This is considered to be the female and when joined with the male we term this the 'Sacred Marriage' or 'Hieros Gamos' - the 'Mystical Wedding'.

Hypothalmus - Said to control the Pituitary Gland.

These three make up the Endocrine System which is responsible for releasing hormones into the body through the bloodstream. The word 'hormone' means 'urge-on' so this is a very important function.

Hippocampus - This is also called 'Ammon's Horn' named after the Greek version of Amun whose name means 'hidden' or 'invisible'. This gland is responsible for long-term memory and thus no doubt the *Blood Memory.* We should recall here the idea that I pointed out in regard to the *Emerald Tablets of Hermes* where a ritual was used to draw energy from the Lower Centre, through the Hearth Centre and into the Head Centre; this was in order to recall past lives. The 'Ammon's Horn' is linked to the symbolism of a petrified coiled snake often called by the name 'Snake-Stones'. Ammon's Horn is the 'Ram's Horns' associated with Agni and the symbol of Aries the Ram ***(**)***.

Now let us have a look at the *Graal-Runes* -

Calc - This is the 'cup', 'chalice' or 'cauldron' and through the Armanen Runes this is linked to Miguel Serrano's SHE. We could thus link this to the Pituitary Gland.

Stan - This is the Graal-Stone. In the *Stone of Ing* version of this rune we find the *Diamond-Body* (Germanic Ing-Rune) inside the Human Body (Stan-Rune). This actually fits perfectly with the ideas of Miguel Serrano since he sees the process as creating or birthing the 'Son of Man' from within. Ing or Ingwe is the 'Son of Man'. The 'stone' here represents the 'seed' or 'new life' which is born of the union of the Male & Female. But...this is also the ***Firestone*** which is the 'Gift

of Ing'; it is the Divine Spark within the Warrior-Hero that, when awakened, will achieve immortality.

Gar - This is the 'Spear' that is thrust into the 'Cup' (Graal) which is the Union of the Male & Female. This is thus the Pineal Gland in one respect and related to the male.

Julius Evola tells us that the Y-symbol is that of 'cosmic-man-with-upraised arms', and equates this with the Egyptian Hieroglyph for the *Ka* which contains two of these symbols joined as one. This is the alternative Ken-Rune found on the White Stone of Ing. There are many references to a 'White Stone' in alchemy.

(**) *The Armanists used the term 'Ar-Fire' under the Ar-Rune, although this rune is not usually associated with 'Fire'. However, when we consider the link between Aries the Ram, Mars and to 'Fire' there seems good reason to look at this rune from another angle. The obvious connection is through the* ***Fire-Eagle*** *or Phoenix which is a symbol of 'resurrection' from the ashes of its destruction. The word* ***Aar*** *or* ***Ar*** *can mean 'eagle' and comes through Old English as* ***earn***.

The aim of the 'Great Work' is to recover this Light and Fire which is hidden (invisible) within the Vira or Warrior-Hero. In India the *Angirasa* were said to be 'of the Mythical Luminous Race', i.e. the Elves or 'Shining Ones'. The Angiras were associated with Agni and were -

- The Powers of Light and the Flame.
- Sons of the Flame.
- They recover the Light.
- Bearers of the Divine Word.

The 'Gift of Ing' is clearly - ***Fire***. This should be seen in the sense of ***Supernatural Fire*** or ***Spiritual Fire***. When I have used the term *Wid-Ar* for the usual Vidar this now makes far more sense because it contains the *Ar-Fire* and the role of Wid-Ar is not only to avenge his father, but to awaken the *Ar-Fire* that is within. The *Fire of Kundalini* is the pure, original Blood of the Asen-Gods.

I have not here solved the problem of the colours and their order which is not so easy to do in this respect, but I have cast a doubt on this order which needs to be studied. We should also consider that the World Tree is shown upside-down with its roots in the heavens, symbolic of the fact that the source of the power lies in the heavens.

On the subject of alchemy it has to be understood that this was not the root of what today is called 'chemistry'. Modern 'chemistry' came about through a total misunderstanding of the Royal Art, where the secrets revealed in this were misinterpreted because they did not have the keys to do so. These secrets were interpreted in a literal sense rather than as symbols.

Sword in the Stone

The legend of the Sword thrust into the Stone appears first in *Le Morte D'Arthur* by Sir Thomas Malory and is connected to the Graal Mythos. However, the same theme can be found in much earlier Germanic Legends in one form or another -

- The Sword thrust into the Barnstock Tree in the Wolsunga Saga.
- The Sword stuck into a Stone and pulled out by Bodvar, son of Bjorn in *The Saga of Hrolf Kraki*.
- The staff removed from a Stone in a legend surrounding Edward the Confessor.

It has been said that the Stone represents the 'land' which itself must choose the 'Rightful King'; i.e. the king who becomes wed to Sovereignty. This does not, however, seem to be the same as a sword thrust into a tree which seems to be the earliest account. But there are subtle links between the two.

Barnstock Tree -

The name means 'Child-Trunk' which may be related to the 'family-tree' in the sense of continuation and lineage. The tree planted outside a house related to the continuation of that house into the future. In the Volsunga Saga this tree is referred to as an Apple Tree, linking it to the apple given to Rerir's wife by Hliod, daughter of Hrimnir the Giant. As I have stated before, the apple seems to be sacred to Venus, and thus to the Waene-Gods. It is a symbol of Immortality through its association with Idunn who guards the Golden Apples of Immortality. The same tree is also called an 'Oak' which seems to contradict what was said of the Apple.

The Race of Heroes -

Hesiod's account of the Ages of Man gives an account of the Bronze Age Race who, through their own warlike outlook, destroyed themselves. But it is interesting to note that this race were said to have been formed from the Ash-Tree, as we find in the Norse Eddas. But this also gives a clue as to the meaning of the First Woman - Embla - the name I have said before may be derived from 'ember'. In Greek Mythology Zeus withholds from men the "fire stored in the Ash-Tree". The wood of this tree is a source of strength associated with the Gods, and with latent powers.

After the end of the Bronze Age, and the destruction of the Bronze Age Race, Zeus created a 'Race of Heroes' who were noble and respected the Gods. They were a Race of Demi-Gods or Divine Heroes. Most of this race, it is said, died in the Trojan War and the 'Seven Against Thebes". It is most interesting to note that this race, on death, went to the *Elysian Fields* or to the *Islands of the Blessed,* both of which are in the Underworld surrounded by Oceanus. It is said that eventually Zeus promoted his father, Cronus, to be ruler of the souls of this Race of Heroes.

This is in fact directly associated with the Wolsungas since this Royal House was descended from Woden, but was also created by Woden as a 'Race of Heroes'.

This was a 'Divine Race' created especially by Woden and no doubt, like the Greek Heroes, their reward was to sit in Valhalla beside the Gods in death. There they lived a life as on Earth, being prepared for their next incarnation in which they continued the great struggle against the Forces of Darkness and Chaos.

As a point here there may be more to the idea that the descendants of Troy were scattered around Europe, and that these may well have been associated with the *Race of Heroes.* We have seen how the AEliad tells how AEneus escaped Troy and went to Alba where Rome was founded, and that Romulus and Remus were his descendants. There may even be some truth in that Trojans came to Britain in ancient times. Certainly, Snorri links the Trojans to Norse Mythology. Whatever the case we may see some hint of truth even in stories embellished to suit later times, and the Myth of Troy is certainly the Myth of Ragnarok as I have shown before. Maybe we can see here a very ancient *Archetypal Myth* of the end of the Bronze Age.

Where we see Zeus withholding the Sacred Flame from man, we find that it is Prometheus who steals the Fire of the Gods and gives it to mankind. In this he aids mankind whereas Zeus does not. We do find in the legends of Zeus a very tyrannous god who destroys his work, just as that of Yahweh who does the same in the Old Testament - maybe the Old Testament was an influence on Greek Mythology. We find nothing of this in Germanic Mythology. It is also a fact that the Gods themselves, in this case Scef-Ing, give fire to mankind, as well as the 'Light of the Gods'. Zeus punishes Prometheus ***(*)*** for helping mankind, a far different concept than Germanic Myth. In none of the Norse Myths does Woden or any other god keep fire (or anything else) from mankind, in fact the gods aid mankind in bettering themselves at all levels.

(*) *The name 'Prometheus' is said to mean 'foresight', but it has also been derived from* ***pramantha*** *which was the Swastika-Wheel used for creating Fire-by-Friction.*

The Stan-Rune is obviously associated with the 'stone', but the glyph itself can be seen as an 'anvil' and interestingly we find that in some accounts the Sword is thrust into the Anvil. Here we have the association between the Sword, the Sword-smith and the Sacred Fire.

In the "Stone of Ing" we find the Fire-God within the Stone; Ingwe is the God of Fire. He is associated with the 'Fire in the Wood' and with Friction-Fire. Since the symbol of the Sword in the Tree is that of the Nyd-Rune we have once more an association with Fire, and more precisely Friction-Fire, fire produced by the friction of wood against wood. Of course, the stone can also be seen as the 'whetstone' that can produce fire by friction with iron or steel - the 'Fire-Stone'. Both the tree and the stone are here linked to the making of 'Fire'. The Sword (steel) and the Stone produce sparks that gives fire.

Agni and Ingwe are associated through their links to Fire; the word 'fire' refers to the physical whereas the term 'ignite' (stemming from the same root as 'agni') refers to the kindling of fire by friction. This is still valid today in most ways of making fire - steel on steel, wood on wood, steel (iron) on stone, the steel-striker

and ferrous-rod, steel on steel (lighter) or matches on sandpaper. Electricity can produce fire but not in the same way.

Hesiod's *Race of Heroes* was 'given the possibility of attaining immortality and partaking, despite all, in a state similar to that of the Primordial Age." Whereas the destiny of the Bronze Age races was to 'descend ingloriously to Hades' the *Race of Heroes* as a higher lineage whose destiny was to become immortal and create a new 'Golden Age'. All of this fits the role of the 'Viras' (Heroes) spoken of by Miguel Serrano. What seems quite obvious from this is that the idea of Valhalla is associated with this Divine Race, as are the 'Golden Apples of Immortality' guarded by the Goddess Idunn.

Rather than use the word 'ignite' we may use that of 'kindle' and even these two different words are linked. 'Kindle' stems from the Ken-Rune which is itself the 'Fire of the Forge' (Blacksmith). The same rune is associated with -

- Kinship,
- Kingship,
- The Serpent-Dragon,
- The Fire-Serpent,
- Cosmic Fire,
- Knowledge and Wisdom,
- Female-Fire (Embla) - Elm's Fire.

'Fire-in-Water' is both associated with Hama and Agni, and Ingwe is often seen as the 'sap' which arises within the plant-tree and which is the 'Fire-Within', much the same as the *Ingeous Blood* of the God-Men. The Divine Hero does not go through the 'second death' but creates out of the 'Ka' (double or daemon) a 'new kind of incorruptible body (Sahu - 'Astral Body') that exists in the 'invisible' dimension'. Julius Evola associated this with Valhalla and the 'Triumphant Death', and this is the Solar Way. Interestingly the 'daemon' ***(**)*** was created by Zeus in the Golden Race but the Bronze Race did not have this.

(**) *'Daemon' was transfigured into the Christian 'demon' but the original meaning was far different and meant - 'god', 'godlike', 'power' or 'fate'. But there were 'good' daemons and 'evil' daemons.*

The link between the Ash-Tree and Fire is not obvious; ash is a tree which burns even when wet but there has to be more to this than that. Another link may be

the Latin name for 'ash' which is *Fraxinus* meaning 'firelight'; ash was also burned as the Yule-Log in places. One species found in Greece is the *Fraxinus Ornus* which gives off a honey-tasting sap they called *meli* and which was sold as *manna* for medicinal purposes until the start of the Twentieth Century. It would be interesting if the term 'melatonin' was related to this, since the honey-taste fits with the 'Nectar of the Gods' produced through Tantric Rites. Melatonin is produced by the Pineal Gland. However, the Greek *melas* from which this stems means 'black' or 'dark' and the word is a modern one used of this hormone. Synchronicity plays a part in these things too, so we cannot rule this out.

The English Rune-Row has the Os-Rune as the 'God-Rune' and the AEsc-Rune as the 'Ancestral Rune', the former being the Banner of Kingship. AEsc/Askr is the First Man. The Elder Futhark has *Ansuz* which derives from ***IE Root *ansu-*** meaning 'spirit'. There is a Sanskrit *anshu* which means 'beam of sunlight'.

There is an ***Aryan Root *war-/*wal-*** which has the following meanings -

- To cover, surround, protect, guard.
- To wind, turn, roll, hence 'well up as a spring'.
- To be warm, hot, to boil.
- To choose, to like, to will.
- To speak, to inform.
- To drag, tear, pluck, wound.

In these terms we can see the roots of the name **Walkyrie**, and also **Wolsunga** (Waels). There is also a link here between 'spirit' (wind, turn, spiral) and 'fire' (warm or hot).

It would seem that the 'Sword in the Stone' or 'Sword in the Tree' is symbolic of the 'Inner Fire' extracted through the removal of the weapon. The link between Sweorth and Cweorth through the Cweorth-Rune seems to be that of 'Sword' and 'Fire'. Since this is the 'Fire of Cremation' we may well associate this with the 'Divine Spark' within man, and the Spirit of Man released through the Funeral Pyre. This is another level of the meaning. That it is a particular 'chosen' one who can only pull the sword out also perhaps reflects that this has to be of this Divine Race of Heroes. The Waelsingas are the 'Divine Race of the Spirit'.

Throughout the Volsunga Saga we find the association between the Wolsungas and the Wolf; Richard Wagner incorporates this into his 'Ring Cycle' where Walse

(Wolsung) is named 'Wolfe'. Helgi is the son of Sigmund and he is named of the 'Wulfinga' Tribe, an offshoot of the Wolsungas. We should recall the *Alp Buri* ('Sons of the Wolf') of Rumanian Myth who were the highest of the Seven Tribes of the Aryans. Two of the traits of the Wolsungas were 'Flashing Eyes' which shone like the Sun, and the 'Snake-in-the-Eye' of Sigurd, the most famous Wolsunga Hero. This last one was featured in a form of 'reincarnation' of this same *Archetypal Hero* in Sigurd Snake-in-the-Eye, the son of Ragnar Lothbrok and Aslaug, daughter of Sigurd and Brunhilde. The truth of this is less importance than the link between the Wolsungas and the most famous Viking Hero - Ragnar Lothbrok.

In old age Sigi (sire of the Wolsungas) was murdered by his brothers-in-law; his son Rerir avenged the murder. Of course, this once again is the Myth of Hamlet, though rather than a 'brother' we have 'brothers-in-law'. The Myth of the Sword in the Stone has been suggested as Danish in origin, and here we have the Myth of Hamlet which is also Danish. Having said that we cannot tell whether this was originally from the earlier 'Denmark' occupied by the English Tribes. The 'Rightful King of England' is he who draws the Sword from the Stone. Sigi himself is the core of an ancient *Archetypal Myth* where he slays his slave in anger and is outlawed for this, but holds favour with Woden who guides his actions as a Divine Hero.

Graal Mysteries

It was Hamasson who had a dream that the Cweorth-Rune (above) was the 'handle' of the *Broken Sword.* The blade here is missing and thus 'broken', and this forms part of Germanic Mythology. We have to assume here that the Cweorth-Rune is also that of the Sword (sweorth) by a play-on-words. The word 'sword' comes from the ***Aryan Root *swar-*** which has the following meanings -

- to murmur, hum, buzz, or speak (imitative origin).
- to shine, glow, burn.
- to string, to bind.

It is interesting to note that when we use the term 'Black Sun' we should really use *Swart Sun* which is from the Old English. The word *swart* stems from the same ***Aryan Root *swar-*** meaning 'to shine', 'to glow' or 'to burn' because the true and original sense of the word meant 'blackened by heat'. We here has a direct link between the Black Sun and the Sword, even though this is a very subtle link and not obvious without knowing the root-words.

Excalibur.

This stems from the Welsh 'Caledfwlch' and Medieval Latin 'Caliburnus', and these stem from the ***IE Root *kal-*** meaning 'hard'. Since most of the words used in myth and legend have subtle inner meanings this name does not seem to give us anything to go by if we take this as the only meaning. But if we use an older dictionary we find the following -

Aryan Root *kal-/Teutonic Root *hal- meaning 'to hide' or 'to cover'.

Aryan Root *kal-/*kar- meaning 'to cry out' or 'to exclaim'.

Aryan Root *kar-/Teutonic Root *har meaning 'hard' or 'rough'. Also meaning 'to curve' or 'to roll'.

Aryan Root *kar-/Teutonic Root *har- meaning 'to hurt' or 'to destroy'.

The last of these meanings seem to fit the role of the sword. It should be noted that the prefix 'Ex-' seems to have been added to the original name, maybe used to signify the 'X' in 'Xrist' since these legends were written down in Christian times. There is also a famous sword in the Ulster Cycle - *Caladbolg* - wielded by Fergus mac Roich. Excalibur was either the 'Sword in the Stone' or the 'Sword in the Lake'.

"Battle-Flame".

In *Beowulf* we find a sword named *Hunlafing Hildeloeman* which is placed on the lap of Hengest. The name means - "Hun-bequest : Battle-flame" - and is the Sword of Aetla the Hun, passed from the Hunnish World-Ruler to Hengest, thus passing the Wyrd of Aetla to that of Hengest. This sword was used by the English Tribes when they rallied the Germanic Peoples of these islands and conquered the land to become 'England'. This sword could also be the same as that which Cynric wielded for the West Saxons. It is also likely that Tolkien used this as the 'Battle-Flame of the West" - Anduril - the reforged 'Broken Sword' used by Aragorn. This sword was broken and reforged by the Elves.

The Flaming Sword.

It is interesting to note that a 'Flaming Sword' is placed in the east of the Garden of Eden 'to keep the way of the Tree of Life'. This was placed there by 'God' because Eve and Adam, tempted by the Serpent of Knowledge, ate of the Tree of Knowledge - an Apple Tree is the usual symbolism. As I showed in the last article, the Apple-Tree is the Barnstock Tree of the Wolsunga House, and also the Apple of Frigga used to renew the House of the Wolsungas. The Ogham *Quert* is the 'Apple-Tree' associated with the *Cweorth-Rune*. The 'Flaming Sword' is wielded by the Last Avatar.

The Stan-Rune in its 'Stone of Ing' version contains the English Ing-Rune within twin staves -

I have mentioned before on many occasions how the letter ***ng*** (which it once way) has been broken into an 'n' and a 'g' and thus symbolises the 'Broken S-Word'. It is also interesting to note that the English Ing-Rune is made up of two Gyfu-Runes, but using the Greek spelling of 'ng' we get 'gg' which is two 'G's as in the runes. The 'Gift of Ing' is the *Spear of Woden* symbolised by the Gar-Rune, and the 'Memory of Ing' is contained in the sword *Miming*. Ingwe-Frey was seen as a 'Sword-God' who gave up his sword for the love of Gerda (Earth), and had to fight Surt (who wielded a 'Flaming Sword') with a Stag's Horn. The form ***NG*** is thus associated with the 'Flaming Sword' since Ingwe is a Fire-God just like Agni. (Note that an alternative name for the Cweorth Rune is *Tris* which is 'SIRT' spelled backwards.)

Perhaps far more important than the actual meanings taken from the root-words is the meaning 'Ritual Fire' or 'Fire of Cremation' used of the Cweorth-Rune, and also its relationship with the Peorth-Rune or 'Rune of Wyrd'. Cweorth is a Rune of Transformation by Fire and Purification by Fire, the element that will destroy the worlds through the 'Fires of Surt' in order that they can be recreated anew for a new Cosmic Cycle. Cweorth is the Fire-Twirl, the symbol used by *Waendal* or *Mundilfari* to create the worlds, and used by Rudra-Shiva to destroy the worlds.

The Nyd-Rune shows the Sword pushed into the trunk of the Barnstock Tree - Oak or Apple. When the Sword is removed the 'I' or 'Broken Ego' is renewed, which is the role of the Warrior-Hero. Richard Wagner, in his *Ring Cycle*, names the sword *Nothung* which is the 'Need of Ing'. We should never dismiss this symbolism as being 'late' and thus 'not authentic' because *Archetypal Myth* adapts itself to an era, and Wagner (like Nietzsche) was one of the foremost mystics and prophets of this era. Indeed, through *Parsifal,* Wagner saw past the roles of Sigmund and Sigurd (Siegfried) into the one who would create a renewal of Nature. The Nyd-Rune is associated with 'death' and the 'Mystical Death' of the Wodenic Initiation.

Sigmund - World War I

Sigurd - World War II when the 'Broken Sword' is renewed.

Parsifal - Seeker of the Graal. Plunges the Holy Spear into the Holy Graal, an act of Creation that will create the God-Man.

These mysteries are found in that of HelgiH Thrice-Born who comes as the Last Avatar.

The "Word-Sword".

The play-on-words of the term 'sword' to 'S-Word' comes out in an interesting piece where the 'Son of Man' (Ing) has a sword coming from his mouth. This comes into the Graal Mythos through Wolfram von Eschenbach in a passage related to the 'Word-Sword'. In this the 'Word-Sword' has become old, atrophied, shattered, and lost its power. Only through discovering the source of this power can the 'Word-Sword' be renewed. The source of this power is hidden within the text of this mythos.

It is hidden in the *Well of Kunneware* which is the source of the 'Magic Spring'; above this Holy Well is a globe upon which sits a dragon. This whole text refers to the ***Base-Cauldron*** of the ALU-ULA Formula which is centred around the sex-organs (related to Ingwe) and Hara-Centre. 'Kunneware' is the 'Kan-Rune or 'Rune of the Dragon' which 'guards' this Holy Well. The 'Magic Spring' is the source or origin and thus the link to the Ur-Rune which is the rune of this centre.

The symbol of this Sacred Centre is the ***Fylfot-Swastika*** which is at the 'foot' of the Sacred Tree, the Base-Centre.

The 'Word-Sword' can withstand the first blow, but on the second blow it shatters; its renewal can only be done by taking it back to the source which is the Holy Spring below the Rock, where it can become whole again through the flow of water (Lagu-Rune). This must be done before the light of day has shone upon it. The Signs of the Constellations will then re-appear upon the blade of the Sword in their right order. Since we find that one of the swords is given by the 'Lady of the Lake' we can easily link this to the Lagu-Rune and to the flow of water that renews the Broken Sword, even if this is not actually stated in this saga.

The Base-Cauldron is the 'Cauldron of Heat' or 'Golden Stove' in Chinese Tantra; it contains the *Manipura Chakra* which is related to -

1. Fire.
2. The Swastika - Force of Fire.
3. The Ram (Agni-Inga).
4. The Mantra - 'RAM'.

We can relate three of the lower chakras to the Base-Cauldron - Muladhara (Earth), Svadhisthana (Water) and Manipura (Fire), although there may be some overlapping of symbols between the Three Cauldrons.

There are three symbols here relating to the *Kundalini* or *'Fire-Serpent'* - 'Kunneware', 'Magic Spring', and 'Dragon-Serpent'. There are also three runes that link to these ideas - Lagu (water-well-spring), Ing ('Spring', 'Rising' etc.), and Daeg (Light of Day). The source of the power of the 'Word-Sword' can be seen as the *Fire-Serpent* represented in Wodenic Lore by Ingwe as the Inga-Fire. This is also the *Ur-Spring* or 'Primal Spring' related to this Cauldron of Power. The source of the *Water* is in the *Earth*, and the source of the *Fire* is in the *Water* - 'Fire-from-Water'. This is the *'Fire of the Brisingas'* (Brisingamen) which Loki stole, swam through the waters, followed by Hama who took the stolen necklace from him and returned it to Freya. Hama retrieved the Necklace of Fire from the waters. This is the same tale as that of Kau Khusrau of Persia when he retrieved the *Hvarena* ('Glory of Light') which belonged to the Aryan Nations and to Zarathustra.

What is not clear is the link between the 'broken' "Word-Sword" and the Zodiacal

Constellations, although we are not specifically told that this is the Zodiac. The 'Signs of the Constellations' could indeed be the Ancient Runes since certain runes do show constellations in the night-sky (the Cweorth-Rune is the Constellation of Signus the Swan, and Bootes is shaped as an Ing-Rune in one variant).

Cweorth-Rune.

Waendal can be seen as Mundilfore who is the 'World-Turner' who sends down his 'son' (Hama) to Earth bringing Friction-Fire at the end of the Golden Age. The *Long Man of Wilmington* is Waendal here seen in the pose of the Cweorth-Rune as the 'Fire-Whisk' that whisks the worlds into creation and which also destroys the worlds through the 'Fire-Dance of Rudra-Shiva'. The 'Tree of Waendal' is the 'Tree of Immortality' the Yew Tree (found in the churchyard in Wilmington and said to be some 1,600 years old).

The Ear-Rune is 'Earth' & 'Water' whilst the Cweorth-Rune which shares a similar shape is 'Fire'. The concept of 'Fire-from-Water' is associated with Ingwe & Agni.

The Long Man & The Graal.

I have gone over this before but will look again at the same details which I discovered in a book called *The Wilmington Giant* by Rodney Castleden. This is based upon a suggestion by S.F. Annett that the area around the Long Man features in the *Petit Saint Graal* which features Parsifal (Peredur). Here, again, I am not going into the tale, but will look at the individual features or symbols -

A castle with no inhabitants - Burlough Castle is a 'castle' with no trace of a building, it is a large mound. This was the home of the Sussex 'Fairies' (Elves).

A chessboard on which the pieces are moving themselves - here Parsifal loses and throws the chessboard into a *river.*

The River Cuckmere which runs through this area between the Long Man and a White Horse on *Hindover Hill* (High & Over).

The White Hart - An 'ill-favoured maiden' rebukes him and has to go to a nearby wood to behead a *White Hart.* He does as he is told, but a mysterious knight appears and takes the head. The *nearby wood* is a small grove of trees which surrounds Lullington Church. The *White Hart* and its hunting may be seen in another Comet-shaped long barrow east of the hill-figure - *Hunter's Burgh.*

A mound beneath which is carved the figure of a man - There is a Long Barrow called 'Windover Mound' just above the figure of the Long Man.

A huge Black Man appears from the mound and Parsifal defeats him. This is the 'Wild Man' or Wuduwasa.

Unfortunately, as usual, S.F. Annett approaches the whole tale from a 'Celtic' point of view even though this is in the area of the South Saxons and before them another Germanic Tribe named the Belgae. Looked from a Germanic point of view it can be equated with Germanic Mythology.

Here two players of Taefl sit in the pose of the Peorth-Rune, playing this game as a Game of Chance (it would have been played with dice). Thus the game is

associated with *Wyrd* and the 'ill-favoured maiden' would be one of the *Wyrd Sisters. 'Windover Mound'* is a long-barrow with a difference; it has a cigar-shaped long-barrow and a round barrow at the hill-figure end. This may be a Phallic Symbol in all, or there is the possibility that the Long Barrow is the Phallic Symbol and the Round Barrow the Graal-Symbol. The Spear plunged into the Graal. The large 'Black Man' is the Guardian of the Gateway which is the hill-figure who holds open the doors, or holds twin-spears (originally). He is the Wuduwosa.

It is interesting to note that the Peorth-Rune is the Beorc-Rune opened up in 'birth' and thus the 'Birth-Rune'. As I have said before, the whole area is a 'Time-Clock' set to be triggered by the last appearance of the Hale-Bopp Comet in the spring of 1997 (Hunter's Burgh represents the Hale-Bopp Comet). The *White Horse*, through the use of the term 'hart' and being on top of 'Hind-over' hill, would be the 'White Hart'. The small church found in the wooded area at Lullington stands on a heathen mound and was thus a heathen site originally.

In the *Horns of Gallehus* (Denmark) we find in the third row from the bottom two figures carrying a Board-Game, underneath which is a dog-headed figure in the Peorth-Rune pose. On the bottom row, in the centre, are two 'dice', or what appear to be dice, each with 3 dots. If you look carefully at the top runic-stance poses on the bottom row there is a human figure and dog figure (on a leash to another human) in the self-same pose with a board-game between them. (To understand the dog-figure a look at Kris Kershaw's work on Odin and the Germanic Mannerbunde traces this back to Vedic India.)

The Number 16 forms a great part of the Graal Mythos, and this is associated with the game of chess which has 16 pieces on each side (this is a later form of Taefl and best known for medieval times when the Graal Mythos was around). A chessboard thus has 32 pieces and 64 (double that) squares (8 x 8). In another variant of this the 'ill-favoured woman' is a young woman wearing a red dress covered with stars - the 'Red Queen' of Egil's Saga. She is the ruler of the Number 4 which is the basis of the chessboard - the *Star Woman.* We are dealing with an area in the south and thus with the southern stars and thus the link made in *The Sacred Triangle of Pagan Iceland* (Einar Palsson) with Isis and Sirius. Emma Jung, again working through Celtic Lore, sees this *Star Woman* as she who inherits the chessboard of 'Morgana'. This is very interesting in view of my dream of 1997 which stated that the Hale-Bopp Comet was 'sent by Morgana', especially as I usually work through Germanic Mythology. Whatever the case the 'Star Woman' is *Wyrd* and the chessboard is symbolic of the Conflict of Opposites that creates Wholeness. Since some scholars also consider that the original 'Holy Grail' was the 'Horn of Plenty' it is also relevant to record that at the same time as the Hale-Bopp Comet was said to have been 'sent by Morgana' it was also stated that this was linked to 'Capricorn - the Horn of Plenty'. (This was long before I ever read the book on Pagan Iceland.)

The *Skapker Heidhrunar ("Measuring-vessel of Heidrun")* is the 'Horn of Plenty, associated with the goat Heidrun (Capricorn in the Northern Skies and the Northern Gateway to the Gods). Note in the board-game where the players sit in the Peorth-Rune stance the right-hand player holds a horn. (The other side is not clear so both may do so.) The Horn of Heidrun sustains the Einheriar in Valhalla. The 'Horn of Plenty', it is said, is the Womb of the Great Mother, and here we can see yet another link with the Long Man of Wilmington. This hill-figure is symbolic of Cygnus the Swan whose main star - Deneb - is a pointer to the Dark Rift at the centre of the Milky Way Galaxy. This is sometimes seen as the 'Womb of the Cosmic Mother'. The idea of a 'black man' is thus symbolic of the 'Dark Rift' and the 'opening' is where the 'birth' takes place. It is also interesting to note that in *Wulf's Prophecy* Wid-Ar the Avenger (HelgiH) appears through the 'Triangle' and Cygnus the Swan is in the Summer Triangle.

We need to look at the name 'Heidrun' which means 'bright' (heidr) 'secret' or 'mystery' (run) or 'Bright Rune'. She is the she-goat who eats from Yggdrasil, the World Tree and thus produces Mead in her udders which sustains the Einheriar in Valhalla. This is the Sacred Mead of Immortality taken from the 'Tree of Life' (which is also called 'The Measuring Tree'). The area of Capricorn in the Northern Skies is the 'Northern Gateway to the Gods'.

Cygnus the Swan

What we should notice is that in the modern interpretations of these Grail Mysteries Morgana is seen as being on the side of 'evil'; this can be explained by these mysteries being set down through Celtic Christianity and the Norman-French in the times when anything English was being destroyed or suppressed where it could not be destroyed. In these legends 'King Arthur' was the good guy - the Christian - and Vortigern and Morgana were the bad guys, most likely because they were drawn from Heathen Lore. Morgana is the Irish *Morrigan* who were the 'Sisters of Fate' - *Wyrd Sisters*. King Arthur is often associated with the Red Dragon and Vortigern with the White Dragon - a reversal of Germanic Lore.

Cweorth-Calc-Stan-Gar.

All of these can be linked to the ideas above since we have -

Cweorth - The Sword.

Calc-Stan - The 'White Stone' or chalk-hills of the South Downs on which the hill-figure stands. There is also the 'White Stone' in West Sussex.

Gar - The Spear. Twin spears were once held by the hill-figure who is Woden as the ***Great Initiator***.

The Sacred Marriage & The Divine Child.

In 1999 there was an astronomical event in which the Sun and Moon were seen in the 'Sacred Marriage' through the Solar Eclipse of August 11th 1999 at 11.00am. The planet Venus (in the constellation of The Virgin) was in the same house - the 'House of the White Dragon'. But this was not all, for between the years 1998 and 2012 the Sun moved into the area of the 'Dark Rift' of the Milky Way; the Sun (Male) moved into the Womb of the Mother. This must be a sign of the conception of the New Age and the 'Divine Child'.

"Of all the realms/empires one returns twice - and always in a different location. The vibrations derived of the Bab-Chomet causes this."

Prophecies of Sahaja (from Babylonia).

This prophecy refers to the return of Sargon as the 'Third Sargon' who will appear in the North at a time when the Sun blackens across Europe (Black Sun or Solar Eclipse 1999). The 'Bap-Chomet' reminded me of 'Bopp-Comet' and refers to the Hale-Bopp Comet which cycles every 4,000 years, the last time being at the time of the Great Flood, and the next time prophesied in the New Testament as the 'Second Coming' (of the 'Son of Man') and in Islamic and Jewish Lore. It is the 'vibrations of the Hale-Bopp Comet' which was 'sent by Wyrd/Morgana' that brought about these events.

The Gar-Rune has within itself the 'Hidden Rune' which is the Fylfot-Swastika overlaid upon the Ing-Rune, thus the Fylfot-Swastika overlaid across the 'Land of Ing' (England). The Gar-Rune as it is represents the 'Sacrifice of Ing' or the 'sacrifice' of the English and of England for a higher destiny. Here in the 'Islands of the West' ('Land of the Dead') we find the Eternal Battle between the White Dragon (Goten) and the Red Dragon (Joten) which comes to a head at the *End*

Time. The Gar-Rune in the above form can be expanded in all directions; it represents England (Ing-Rune) as it once was according to Roman historians (diamond-shaped) but when expanded it represents the 'Rising of At-al-land' from the Great Deep. The Land and the Folk are one - An land - An Folc!

Stan

The Stan-Rune

I have shown how the Peorth-Rune represents the posture used by the players of the Taefl-Board Dice Game. Stan can be the 'stone' used as pieces in various board-games from ancient times. Such games were not just for 'play' and 'fun' but were originally used as the means to determine *Wyrd*, the workings of 'fate' at various levels, especially according to the rules of warfare. Chess is a clear example of the Eternal Battle between Light (White) and Darkness (Black).

The Stan-Rune is made up of two Peorth-Runes and is thus directly related to Peorth. There are various meanings that can be found in the ***IE Root *per-***

- Forward, through, in front of, before, early, first, chief, near, at, toward, against.
- To lead, to pass over.

- To try, to risk, to lead over, to press forward.
- To strike.
- To sell, to traffic in.

However, as I said before, the 'p' is not used in early Germanic Languages, so I have suggested that the rune-name could have been *Weorth* since it is clearly associated with *Wyrd* and with Becoming. We must look at the ***IE Root *wer-*** which is the root of *Wyrd* -

- High raised spot (wen).
- To raise, to lift, to suspend.
- To twist, to turn, to bend, to coil.
- To perceive, to watch out for.
- To cover, to hide.
- To burn.

The basic meaning here is 'to twist', 'to turn' or 'to coil' and this is the root of what we known as 'to become' and 'becoming'. This is where the link to *Wyrd* comes in. Wyrd is 'becoming', as opposed to 'Being' which is the Immovable Centre. Wyrd moves like water, constantly changing direction when faced with small barriers, yet constantly flowing ever onwards despite all obstacles.

Stan represents the actual 'pieces' on the board; these are the objects that are 'played' rather than the players or the actual board-game. Peorth can be the posture of the players or it can be the 'dice-cup' which is used. This is important because today Taefl is not often played with dice, and yet this is the aim of the game - a game of 'chance'. Yet, beneath that 'chance' is an underlying pattern of order. Played as we do today this becomes down to the skill of the players, but with dice we enter the realm of 'chance' and of 'fate'. Of course, the dice could be made of stone, and this should be added to our ideas on this rune.

The emphasis on the board-game can be seen in the *Old English Rune-Poem* where the game is played in the 'beer-hall'. Although the term 'board-game' is not used it is inferred through the rest of the lines. The game is played by the *wigan* or 'warriors', thus relating it to battle and war. The Old English *symble* is used for 'always', but here we could perhaps see a link to the *symble* or ritual drinking which is associated with the *Wyrd of the Tribe*.

The concept of struggle, battle and war was very different in ancient times, and was far more ritualised than we could imagine. Weapons were hallowed and given names, flags and banners were especially made up, hallowed and raised on the battlefield. Over the past one hundred years we have seen such things as flags and banners going out of use in battles, but even so they are still the focal point of street demonstrations and marches. Weapons, flags and banners were once thought to have a life of their own; the idea of ritual hallowing was to give *Life-Force* to them. Symbols have a life of their own and are very powerful, which is why they are still widely used today even in a 'consumer society'. The board-game was used before battle to try to decide the outcome, and maybe to change the 'luck' of the tribe.

The Gifts of Ing

There are three runes which can refer to the 'Gift of Ing', together with a fourth which, if used in an alternative version, means the same -

- **The Ing-Rune**
- **The Edel-Rune**
- **The Gar-Rune**
- **(The Stan-Rune - Stone of Ing)**

The Ing-Rune

This rune is made up of two Gyfu-Runes, one on top of the other, which is the 'Kan-Fusion Ing-Rune'. Placed upon its side makes the 'Ur-Fusion Ing-Rune'. The Germanic Ing-Rune is seen as the 'diamond-shaped' centre. Thus 'Gift of Ing'.

Since this is the *Rune of the Blood* then the 'Gift of Ing' is the *Sacred Blood* and the *Blood Memory*. This 'gift' is held deep within the Blood of the Arya, awaiting its time to be awakened. This is also symbolic of the *Gift of Immortality* since Ing is the 'Resurrected God'. This rune also represents the *Igneous Blood* or *Fiery Blood of the Serpent*.

The Edel-Rune

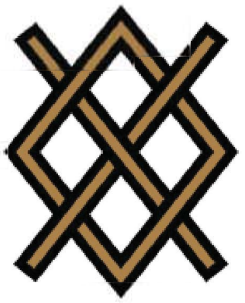
This rune is a 'bind-rune' made up of the Gyfu-Rune and the Germanic Ing-Rune, thus again 'Gift of Ing'. This time the rune represents the 'Gift of Ing' as the homeland (Heimat), specifically the ancient 'Race-Land' known as At-al-land, where once the English Tribes dwelt. This land sank beneath the North Sea, the last part around the area of the Dogger Bank.

England is the 'Land of Ing' and thus is also the 'Gift of Ing' to his Folk, the English. Whereas the Ing-Rune can be connected to the English Folk, the Edel-Rune is connected to the Land of Ing. The ***IE Root *at-al*** can be related to 'over' or 'beyond' and thus this rune recalls that At-al-land sank beneath the waves and yet the Gods drew these lands into another dimension of time and space, so they are still there but cannot be reached except by the Straight Road as Tolkien asserts.

The idea of 'Ley-Lines' is a modern invention but it is certainly true to say that most ancient sites are sited on straight lines. These are usually seen to be 'energy-lines' or 'dragon-lines', but legend tells us that such straight tracks were called the 'Dead-Ways' and associated with the dead and thus with the Ancestors. There is thus a possibility that Tolkien's ideas on the *Straight Tracks* are linked to these *Dead Ways* and this also may apply to these ancient lands which exist in a parallel world.

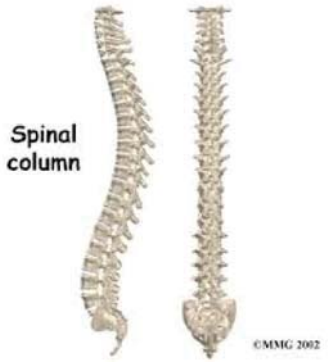
The Edel-Rune is also symbolic of Atlas (At-al-as = the Racial Ase) holding the world upon his shoulders. This symbol appears in old texts but in a rounded form. This rune is thus, like the Gar-Rune, connected to the human spinal column as well as the world axis.

That the rune is associated with *Spirit* is clear through the rune-name 'Od' (Od-al) and also with the 'Od-Force' or 'Wod-Force' which is that of 'Divine Madness' or 'Intoxication'.



The Gar-Rune

Once again, this has a Gyfu-Rune and Germanic Ing-Rune, but these are separate runes as opposed to the Edel-Rune which is a 'bind-rune'. This is the *Spear of Woden* which is the 'Gift of Ing' like the other two. However, this rune represents the *Sacred Centre* or *Cosmic Axis*, at a microcosmic level the human spinal column. This itself is interesting since the side-view of the spinal column is the *Serpent* whilst the frontal view is that of a downward-pointing *Spear*.



In the most ancient texts the 'World Tree' has its roots in the heavens and its branches in the Earth, and is upside-down. Since Iggdrasil is the cosmic representation of the same idea as the human spinal column then we see here that the 'Spear' (Cosmic Axis) is upside-down. The 33 runes run from Feoh at the top down to Gar at the base of the coccyx.

The 'spearhead' is thus the last four runes - Cweorth, Calc, Stan, Gar, which are the Graal-Runes. Thus, the 'Gift of Ing' to his Folk is the *Mysteries of the Graal*, and the Way to Immortality, when Man can overcome himself to become the God-Man. Gar, as the Cosmic Axis, represents all 33 runes which are found on the spinal column (24 vertebrae, 5 sacrum, 4 coccyx).

I was watching a video on *Kundalini Yoga* which made some interesting points on the 'chakras'. The *Rishis* who wrote down the ancient texts as 'seers' did not allocate the seven colours of the rainbow to them, as we have been led to believe. This is a 'New Age' thing created in modern times. In fact the images given to these 'chakras' was very basic, perhaps allowing for flexibility in the individual thinking. It was suggested that the 'chakras' are the means of visualising these centres to allow the rise of the *Kundalini* and thus created by the *Rishis* for this purpose.

This idea can be used in our runic work, and the visualisation of the 33 runes going downwards from the neck to the base is thus a meditation practice that is valid. This also goes for the *Three Cauldrons* which, like the chakras, can have correspondences developed that are there to aid each individual in meditation. We have used the term *Mount Me-Ru* from the Hindu Texts because this means 'Mount of Measurement of the Runes' (to us). This is the 'Sacred Mountain' as

well as the 'Sacred Tree'. Iggdrasil has an alternative name meaning 'The Measuring Tree'.

The diamond-shaped Ing-Rune represents the *Sacred Island* which is the 'Gift of Ing'; the shape of England, according to two Roman historians, was that of an elongated diamond, as the Ing-Rune. Maybe there is a link to the island where the Last Battle will take place - *Oskopnir* - which I believe to mean something like 'odd-shaped'. Alternatively, on a conjectural level, this could be 'O-skop-nir' where the 'O' is often squared off into a diamond-shape - 'Ing-Shaped'.

We have to note here that the above ideas can only be equated to the English Rune-Row, since the Common Germanic Futhark contains the Ing-Rune without 'Gyfu', and the Gar-Rune does not appear at all in this rune-row. Only the Odal-Rune would have this meaning. This has to be an important point since the English Rune-Row is specific to the English Folk and the 'Friends of Ing'. These are 'English Mysteries'.

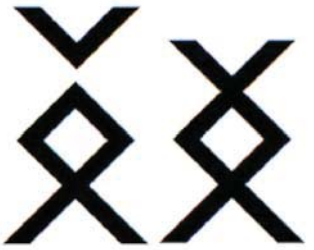
The Stan-Rune

Strictly speaking we should include the Stan-Rune when used in the above form; this contains the Ing-Rune and is used within the Ar-Kan for the 'Holy White Stone of Ing'. Since the clear message on the Stone is 'Gift of Ing' then using this rune to symbolise this particular Ancient Stone is quite valid.

The usual version of the Stan-Rune does not have this feature, but is made up of two Eh-Runes and thus perhaps linked to Hengest and Horsa, and even the White Horse Stone. The rune is certainly associated with the horse. With the rune before this - Calc - we have 'White Stone', and thus we have 'White Horse' which is the steed of Hengest and Horsa. It is said that a horse's head is carved on the White Horse Stone, but although there is something on it this is not clear at all.

The White Stone of Ing

The 'Gift of Ing' is here ***Fire*** and this is the ***Firestone***; one photo of this, as Runebinder has pointed out, has a *Feoh-Rune* on the top, symbolic of the *Solar-Fire* connected to the *Solar-Wisdom*. Even though this is not on the stone itself, merely on the photo, its appearance is still significant. Each of the runes here is made up of a number of Germanic Ken-Runes - 'Fire-Runes'.



The Ing-Rune is an Edel-Rune to which is added the Ken-Rune - Rune of the Fire-Serpent. Runebinder has pointed out that this is the 'Crowned and Conquering Son' or 'Crowned and Avenging Son' - Wid-Ar. Ing represents the 'sap' which arises in the spring; it thus represents the *Blood* that circulates, just as the 'sap' circulates around the plants. The 'Blood' carries the 'Spirit'; this is the *Mystery of the Blood.*

Then we have certain sword-names that contain the word '-ing' -

- Miming - The *Memory of Ing.*
- Nothung - The *Need of Ing.*
- Balmung - ?

These swords are just named without any reference to why they are named so; we do not know much about them because we are not told. Julius Evola mentions a sword-sheath named 'Blood Memory', so here again we have links between blood-memory-sword. I have mentioned before how 'Ing' and 'Igg' could be linked together, and even with the same sound. In the by-names of Odin we find that he states that he was 'Igg' before he became 'Woden'; in certain Norse Sagas names with Ing- are of 'one-eyed' figures, which has to be symbolic. 'Iggdrasil' is the 'Steed of Igg' - the 'Steed of Woden', but why have it named after a former name of Woden?

Eoh & Eh

Runebinder has covered some of this in his *Volkische Runology* so this is a short piece that I hope will complement his original ideas.

The Eoh-Rune is the Thirteenth-Rune having the meaning 'yew' and thus connected to the Yew-Tree which is sometimes seen as the *Tree of Immortality*. The ***IE Root *aiw-*** means -

- Vital Force,
- Life-Force,
- Long Life,
- Vigorous Life,
- Eternity,
- Life Everlasting.

The Sanskrit *ayuh* means 'life' or 'health' giving rise to the *Ayurveda*. From these meanings we can see how the Yew-Tree, although being a very poisonous tree, is linked to immortality, eternity and to the Life-Force or Vital Force.

The Eh-Rune means 'horse' or 'twin horses'; this is a glyph of two horse's heads facing each other, bound into one rune-stave. But this rune is connected to the Eoh-Rune not only through the name-sound but also through the concept of 'Life-

Force' or 'Life-Energy'. Firstly, there are two things that should be noted, two ideas that link the runes -

- The Yew-Tree is (at one level) the World Tree, upon which Woden hangs in his Self-Sacrifice.
- The tree upon which Woden hangs is called *The Steed of Ygg*, thus being seen as a horse.

We have a clear link between the two runes through these ideas, notwithstanding the names of the runes which are so similar. Runebinder has pointed out that in the *Lord of the Rings* we have names such as *Eomir* and *Eowyn* which relate to 'horse'. If we go to his *Book of Lost Tales* we find the figure of *Eoh* who is slain by *Beorn*, his brother, and Hengest and Horsa have to avenge the death of their father *Eoh.* Tolkien has woven the story of Hamlet into his English Mythology. We have the prefix *eo(h)* used for 'horse', even though the rune is *eh.*

In the *Vedas* we find the horse - *Ashwa* - ***(*)*** being force, whilst the cow is symbolic of light. This *force* thus appears to be connected to the ***IE Root *aiw-*** and to the Yew-Tree, and to the Horse. Of course, the Vedic *Aswins* - the equivalent to Hengest and Horsa - are thus connected to these ideas -

- Power and Light.
- Knowledge and Will.
- Consciousness and Energy.
- Go (Light) and Ashwa (Force-Energy).

(*) *Note the name* ***Ashwa*** *which hints at the 'Ash-Tree'; now, even though Bede may have been wrong when he stated that AEsc was the progenitor of the AEscingas which were the kin of Hengest and Horsa there may still be some link here. They were the* ***Oiscingas*** *related to Oisc/Oski: both the Ash-Tree and Yew-Tree have been seen as representing the World Tree.*

So we have the 'steed' (horse' and the 'tree' both of which are linked here through these two runes. The horse was widely used as a Solar Symbol, sometimes interchangeable with the Dragon. Most of the tribes here in England at the time of the Romans used the Solar Horse on their coins, and were certainly heirs to the most ancient Solar Religion.

The English runes *eoh-eh* show the link best, but it can still be found in the CGF runes *aiwaz-ehwaz*, although the letters are not as similar as the English. The horse is symbolic of the *Force of Life* because it is swift-moving.

There is also here a link with the Yr-Rune which means 'Yew-Bow' and which has the ideas *steed-warrior-aethlinga* written into both rune-meanings in the Old English Rune Poem. There is yet another hidden link here because within the Ur-Rune is the Irminsul, and 'ermine' has the ***Root *ermin-*** which can (at one level) mean 'fast-moving'. Again, the Irminsul is another version of the World Tree. The 'horse' and the 'tree' once again. The glyph above is the ***Ur-Irminsul*** as seen from its being Ur & Irminsul.

Horses draw the chariot of the Aswins, but they change to swans in its upward movement. The 'Chariot of Ing' is the Great Bear whose movement stems from Bootes, the Constellation of Ing and 'driver' of the Waen.

The Ur-State

From the Oxford English Dictionary we get *ur* meaning 'primitive', 'original' and 'earliest' which gives rise to the following -

- primordial,
- primeval,
- primal,
- fundamental,
- of the first principle,
- elementary,
- of the first age of the world,
- ancient,
- existing from the beginning of time,
- the starting-point.

The word 'primitive' suggests something 'backward' which in a way it is; but it is not how people think of this today. 'Prime' means 'first' or 'foremost' and the sense we should use this, and the Ur-Rune is that of 'The First Time' or the 'Dawn Time'. The Germans use the word *ursache* which is best rendered *Ur-sache* in order to emphasise the importance of the Root 'ur'. Thus we use the term Ur-spring meaning 'springing from the Ur or First Time'.

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We can also understand the nature of *Ur* when we consider that the foetus is a kind of 'blueprint' for the living being produced. Certain sensitive people can see the 'blueprint' of plants, the energy-field that surrounds all life, and which includes human beings. It seems to be a fact that such 'sensitives' have been able to see this energy-field as complete even when an individual has lost a limb. This 'blueprint' can thus be equated with the *Ur-Form* which is the original form of life.

The Aurochs is the *Ur-Ox* or 'Primal Ox' and thus the first form of this mighty creature. We should perhaps note the change from 'ur' to 'aur' in this word, which suggests the two prefix's are interchangeable. This seems to be proven by the more famous **'OM'** which is sounded more like **'AUM'** and is indeed spelt this way as an alternative, used to emphasise the sound. In Wodenic Lore the *Yr-Rune* represents Ymir, where the 'Y' may be sounded as 'Au', maybe something like the Old English *cyning* pronounced 'cooning' rather than 'kin-ing'. Again, it should be noted that the Yr-Rune, as shown below contains the *Ur-Rune* -

We should also note that **AUR** can also be seen as **OUR** which is a form of the 'collective'; the *Ur-Form* is the basic form of the collective species as a whole. This gives us hope for the future of our Folk, if only we can delve further into these ideas. The *Aryan Folk* has an *Ur-Form* or 'Primal Form' to which it would revert if it were to once again become 'wild'; a return to the 'wilderness' would be the key to this regeneration of our Folk. We need to become more 'primitive' in many ways, especially (at this time) in regard to seeing ourselves as having to live in this unnatural society, but not be part of it. We need to become *Wolf's Heads* within this dying society.

The *Ar-Man* should thus be seen as the *Ur-Man* whose symbol is the *Ur-Man-Sul* - the 'Column of the Ur-Man'. The 'Primal Irminsul' is seen in the above English Yr-Rune. The Younger Futhark and the Armanen Runes have a totally different glyph -

This is the Yr-Rune which becomes the Calc-Rune within the English Rune-Row; it is the 'Death-Rune' at one level, though this meaning refers more to the *Death Mysteries* than to any negative sense of the term. It can be the 'Yew-Bow' since the glyph shows this too, so this is the link between the two runes in their glyph-form.

The ideas of 'Primal Ice' and 'Primal Fire' *(Ur-Ice & Ur-Fire)* can be seen in this light too, because they are *Ur-Forms* that existed at the 'beginning' - the *Ur-Time*. Again, this suggests that to gain the knowledge of anything we have to go back to their *Ur-Form*, that form that existed in the beginning - Ginnungagap. The term 'ginnunga' is merely 'be-ginn-ing' and 'gap' means a 'gaping chasm' or 'abyss'. This can also be seen as a 'gap' and I am here reminded of a certain method suggested to Carlos Castaneda by his shaman, Don Juan. This method of 'seeing' entails looking at the spaces in-between. For example, looking at a tree with its trunk, branches and leaves, but not at the tree itself but the spaces in between the leaves etc. This is thus the 'gaps' which exist 'in-between' the physical reality.

The Ur-State

From the Oxford English Dictionary we get *ur* meaning 'primitive', 'original' and 'earliest' which gives rise to the following -

- primordial,
- primeval,
- primal,
- fundamental,
- of the first principle,
- elementary,
- of the first age of the world,
- ancient,
- existing from the beginning of time,
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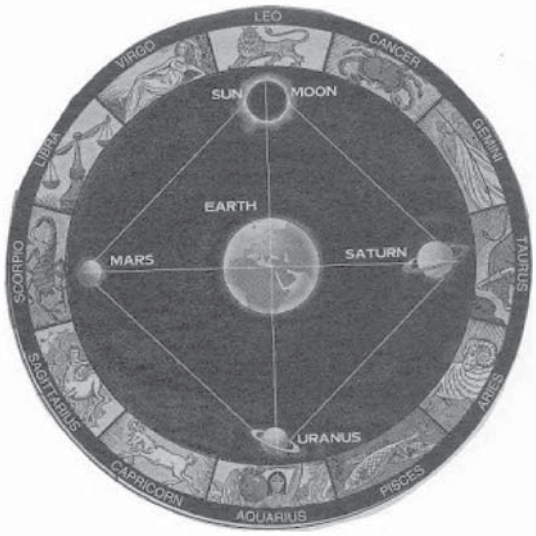
During the Age of Pisces and those ages that came before this time the *Black Sun* was the 'Dying Sun', hence the various images of a 'Dying God' or 'Dying Sun-God' who represented the Black Sun. This was known to various ancient Kingdoms of Light - Aryan India, Aryan Iran, Sumer, Babel, Akkad, Babylon, Egypt and going back to At-al-land and Thule-Hyperborea. This knowledge was passed through the ancient Saka and other Aryan Tribes into the Teutonic Tribes of the North - Sons of the Midnight Mountain.

The Solar Eclipse of August 11th 1999 was the turning-point of this Cosmic Cycle; this was the point at which the New Age was conceived. This is the *Age of Ing* (The Avenging Son of the Black Sun) which is the Age of Aquarius or the Age of the Water-Bearer. The pouring of the waters from the Water-Pitcher represents the pouring of the Rays of the Black Sun upon the Earth.



This *Daily Mail* clipping of August 11th 1999 shows the 'Black Sun' in the 'House of the White Dragon' (Leo the Lion); what it does <u>not</u> show is that the planet Venus - the Morning Star - was also in the 'House of the White Dragon'. This is a crucial point because the Rays of the Black Sun shine upon the Earth through the planet Venus. This is perhaps why this planet, according to Immanuel Velikovsky, was once a comet that was caught and held in our Solar System - sent from the Goddess of Dawn & Light - Eastra/Ostara/Idunn/Ishtar. (Ishtar is the Akkadian Goddess equivalent to Inanna of the Sumerian. The name 'Inanna' is clearly not very different from our 'Nanna' who is the wife of Baeldaeg the Sun-God, whose myth is that of the 'Black Sun' which has been 'imprisoned' in the 'Underworld' and whose symbol is the Fylfot-Swastika (Fol's Foot - see the ideas on the Merseberg Charms). Baeldaeg is <u>not</u> the daily resurrected Golden Sun, because he is in Odainsacre and is the *Hidden Sun* or *Occulted Sun* whose power was lost, but who is again ready for *resurrection* after Ragnarok. It is thus no coincidence that Bael-Daeg is similar to the 'Bel' of the Babylonians who was the 'True God' in their lore. Even here, we seem to find a distortion of this figure into its opposite.

The Black Sun here is that which *resurrects* the 'Great King of the Angles' - Ingus/Ingwe. Not only is this the dawning of the New Age and the rising power of the Black Sun but also the *Resurrection of Ingus* who is the 'Son of Man' and who represents the coming of the *Last Avatar - The Third Sargon.* The power inherent in the above planetary alignments seems clear -

- The Sun & Moon are here joined in union - Male-Female/El-Ella/He/She - which is to be found in the Symbol of Baphomet of the Templars (not that of Eliphas Levi's distortion), where a male-female head represents the Sacred Marriage.
- The Hale-Bopp Comet (Spring 1997 in the area of the Goddess of Dawn, symbolised by the Beorc-Rune) is Bab-Chomet (Bab-Komet) or Baphomet which was also 'Sent by Morgana' (The Goddess Wyrd) and thus came from the Gods, and its 'vibrations' will bring to life the *Third Sargon* (The Last Avatar - Wid-Ar). Since ***RA*** is the Golden Sun, the now 'Dying Sun', and ***AR*** is the Black Sun then ***Wid-AR*** is the 'Son of the Black Sun'.
- We have a three-year period here from 1997,1998, and 1999 in which there as the appearance of the Bab-Komet (1997), the creation of Woden's Folk (1998) and the Solar Eclipse (1999). Following from this the epic trilogy of the *Lord of the Rings* (Wolfmoon 1999, 2000, and 2001) was the awakening call to the English Folk. Tolkien's Mythology is English Mythology of the highest level, an attempt to give back to the English their Archetypal Myth.
- In the newspaper clipping we also have the symbolism of this *Resurrection of Ingus* and the conception of the *Age of Ingus* in the symbols of the *Cross of Fro-Ing* (Equal-Armed Cross) and the Germanic Ing-Rune (diamond-shape). This now appears to be far more important than I had considered before because it clearly shows that our stance on the fusion of English Heathenism (Ingus) with Aryan Kristianity (The Krist who 'shaped' the Ancient World) is validated and something that we had to do, following on from the Armanen Masters who did the same in Germany before World War II and continue this today.

The Dawn-Goddess who we can call Eastra ***(*)***, Idunn, Freya, Ostara ***(**)*** or Ishtar is not only the 'channel' for the powers of the Black Sun, but is also the Goddess of Light who sends her 'Son' to Earth as an *Avatar.* This is also inherent in the planetary-alignment above. Of course, Venus is itself a male-female 'star' as the Morning Star (Freya) and the Evening Star (Ingui-Frea). This itself is symbolised by the male-female head of Baphomet.

(*) *'Eastra' or 'Eostra' became 'Easter' and the latter may well be even nearer to the original truth of the name -* ***'East-Ar'****, since she is connected to the Black Sun -* ***AR****.*

(**) *Again, 'Ostara' is* ***'Ost-AR'*** *which is more likely to have been nearer to the Ur-Name since we find the older Sumerian* ***Isht-AR****.*

The Gar-Rune is not only the 'Gift of Ing' but also the 'Gift of Ar' or 'Gift of the Black Sun'. If these two are actually the same then Ingus takes us back to a time when the Black Sun shone above the Midnight Mountain in the North. We are actually told in Norse Myth that ***Igg (Ing)*** was an early name of Woden. This explains the *Aryan Tree* which we call ***Iggdrasil*** which refers to the Aryan Folk which declined and are today little more than a remnant, but who, through the Power of the Black Sun, will be *resurrected* as the Sixth Root-Race - the Solar-Race (of the Black Sun) or Sonnenmensch. We find old remnants of Ingus/AEngus/OEngus/Angus in England, Scotland and Ireland and these remnants may point back to a very ancient time. I should also point out that 'gar' can also mean 'stone' which links this to the Stan-Rune and to the Gra-al (Gar-Al = 'Stone of Light'). ***(***)***

(***) The sequence AL-AEL-EL-IL-OL-OEL-UL is valid since 'elf' is 'alb' in High German and thus Al-El-Il all have the same meaning. These mean 'Light' in its basic meaning, and this is verified by Ullr whose name is said to mean 'Shining'.

The legend of the *Once and Future King* is linked to Arcturus in the Constellation of Bootes; this, as I have shown, is connected to Ingus. In the last century the power seems to be centred around the 'Black Stone', which may now represent the 'Dying Sun' since the old world-age has ended. With the dawning of the New Age - the Age of Ing - the finding of the ***White Stone*** suggests that this represents the Power of the Resurrected Sun (since the Black Sun will obviously become the White Sun as the power increases). Thus the 'Once and Future King' is not only the ***Avatar*** but also the ***Black Sun*** whose power is 'resurrected' in the Age of Aquarius. The 'Gift of Ing' is *Fire* which is the very essence of the Arya and the Black Sun; this is the Igneous Fire of the Fire-Serpent - the Vril or UR-IL (Primal Light of the Black Sun), or even the AR-IL (Light of the Black Sun).

The White Stone of Ing

The secret of the 'Star Goddess' is connected to Venus, and she is the one who wears the 'Scarlet Robe'. This, of course, is red which is the colour of the Rays of the Goddess that come to Earth and thus incarnate the ***Avatar*** when the time is right. She is 'Morgana' who sent to us the Bop-Komet in 1997 - she is the Goddess of Wyrd.

Tir - The Sky-Father/All-Father.

Beorc - The Birth-Mother.

Eh - The Sacred Marriage of the Sky-Father and the Birth-Mother (Sun & Moon).

Man - The 'offspring of this Sacred Marriage - The Aryan Manu.

Lagu - The Great Flood - The Time of Dissolution.

Ing - The Divine Hero, the Hero-God, the 'Son of Mann'; Wid-AR the Avenger; The Third Sargon - S-AR-KAN.

Daeg - The New Dawn.

Edel - The Rising of At-al-land from the Waters of Chaos; the restoration of the ***Kingdom of Light*** upon the Earth.

The Divine Light of the Black Sun was known as ***Ilu*** in Sumer and Babylon; that Tolkien used the name ***Iluvater*** (Ilu-Father) is thus significant, and in creating an

English Mythology he recognise the Ilu-Father or All-Father as being the Universal Life-Force which is also Ur-Alda/Wr.Alda/Uralten etc. and may also be connected to our own work on ***ALU - ULA*** which is something that I am studying at this time.

That the *Ar-Rune* was seen to be *Primal Fire* by Guido von List and the Armanists (Ar-Man-ists) is in itself something that we have to consider in the Ar-Kan Rune-Lag ***(****)*** and the Ar-Kan Runes, with the consideration that we use a different glyph for the Ger-Rune. There is obviously a clear link between 'Ger' and 'Gar' although the sounding of 'Ger' is 'Year'.

When the Wolf swallows the Sun, and Woden is swallowed by the Fenris Wolf, we can see the Golden Sun being 'swallowed by the Wolf' which is replaced by the Black Sun who is Wid-Ar who has the ancient Power of the Black Sun. Our Sun 'died' in 2012 when it moved into the Dark Rift of the Milky Way; this is why this is associated with the Black Sun which had started its upward cycle once more - 'reborn' out of the Womb of the Mother (Dark Rift).

Looking at these things in this light we can see how there is such a vagueness about some of the Ancient Lore, because during these Dark Times the legends and myths have been mixed up and deliberately distorted - yet they remain true deep within the Blood-Memory and cannot be lost whilst our Folk exist.

The *Ar-Kan Rune-Lag* and the *Ar-Kan Runes* are thus not connected to the Golden Sun or 'Dying Sun' but to the Black Sun which is rising again in the Aryan Consciousness (the term 'Arya' is connected to the Black Sun and thus used in the wrong sense by many in this modern era). It is our aim to re-establish the true ***Aryan Law*** which is above and beyond the 'laws of man' (who makes 'rules' and not Laws) - this is the ***Eternal Law of the High God***. The Ar-Kan Runes are the 'Runes of the Black Sun'.

The arguments over where and when the Ancient Runes started being used is irrelevant; Woden rediscovered the Ancient Runes which are the Forces of Vril that exist within the Black Sun which shone over Thule-Hyperborea thousands of years ago before the tilting of the Earth'a axis and the Great Cataclysm.

Runes of the Black Sun - Part Two

The Hagal-Rune is also the *Hag-All* or *All-Hag* and is related to the Armanen ideas of the *Krist-All* or *Krist-All (Krist-Al)*.

Hagall is the coldest of corns;
Krist shaped the original heavens.

Norwegian Rune-Poem.

This version is one of those used for the 'H-Rune' in the *Ar-Kan Runes*, and it forms the central part of the Nine Glory-Twigs which is the 'Mother-Rune' made up of all the rune-staves.

A name of Woden is H-Ar which we have used in a variation in our Hari-Woden Chant -

Hari-Woden, Hari-Woden,

Woden, Woden, Hari, Hari;

Hari-Woden, Hari-Woden;

Ara-Hari.

This has the numerical sequence-

(4+5=9), (4+5=9) = 18

(5) + (5), (4) + (4) = 18

(4+5=9), (4+5=9) = 18

(3+4) = 7

I devised this from the 'Hare Krishna' chant but with a slightly different 'tune' to it; the number of letters when added together makes 61 (W-O-D-E-N in English Gematria) which was intended. But the numerology of 3 x 18 or 6 x 9 and the added 7 letters was not intended but is clearly more important than I imagined when doing this. This fits with the ***18-Words*** of the ***The Hooded Man*** -

Bring Hope to those who have none,

Freedom to those in chains,

Justice to those who are wronged.

I found a very strange piece in the *Prophecies of Sajaha;* this is a vision that the Seeress saw, explained to Nebuchadnezzar II -

'The third picture that I give you today shows how once a New King arises in the distance. And he is of our Blood. His name is ***Hope,*** *because he shuts off the Sources of Evil. And each heavenly sign (of the zodiac) gifts him a year: the first half in peace and the second in war. But the Sources of Evil break open again, and they overwhelm the Young King with blood and fire from above and below and from all sides. So he perishes. And the name* ***Hope*** *falls with him.'*

'Then the Darkness takes power over the world...Shaddein rules the path,
sneering his priests reign supreme over the Earth...'

'....Who will command the horror to stop, while waiting for
Aquarius to pour clear waters?....
The flags will fly high in the victorious Final Battle
when Aquarius saturates the earth world.
Still far away is the Final Victory.
(Die Isais Offenbarung)

'The victory is far away...There is no New King'.
(Prophecies of Sajaha 9)

Between the defeat of the one called ***Hope*** and the coming of the ***Third Sargon (The Last Avatar)*** another will appear -

'A strong one will shake up the remains of the heirs and awaken some. Like a ***comet*** *suddenly giving signs....But the victory is far, and there is no New King.'*

Sahaja 9.

Bab-Komet - Baphomet - Bopp-Comet

It would seem that the planet Venus came into our Solar System as a comet, if we are to believe Immanuel Velikovsky, that is. This is a theme that Miguel Serrano takes up, and this, like the Hale-Bopp Comet, suggests that these things are sent into the Solar System by the Gods. Venus would bring the ***Light of Hope*** into our Solar System, the Ray of Light sent by the Goddess Eastra-Idunn-Freya - the Goddess of Dawn and the Light. Through this is channeled the *Light of the Black Sun*. This star was known as *Earendel* to the English and is the Ur-Waendal - the 'Primal Wanderer'. This is also associated with the Long Man of Wilmington. It was the Solar Eclipse of August 1999 that 'triggered' the awakening of the 'Time-Clock' set by the ancient Aryan Initiates in this area of the South Saxons.

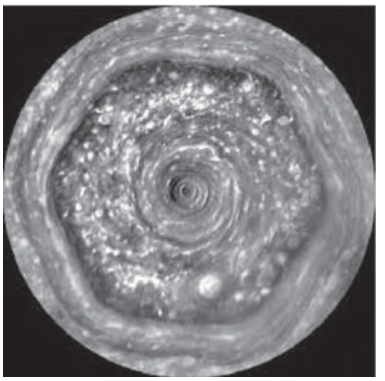
'Kingdom of Light, O Realm of Light, the ship breaks the keel,
Debris only landed on the beach. Study the pieces,
Carefully watching for new action:
Victory Ship once more.
If the ray blows the sails -
From the other side he comes by Ilu's Hidden Sun
-then is the time.
In investigating the starry world,
look to the head of the Bull. He brings the Lance.

Weigher out of the stars measure:
From the head of Taurus to Aquarius.
Under the centre hides the Black Stone.'

(Die Isais Offenbarung - Quoted from *The Last Battalion* - 55 Club)

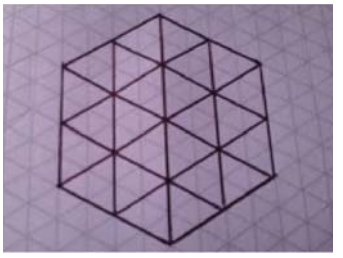
There are 18 Runes in the Armanen Rune-Row; this piece is from Sajaha 9; 9 is the Sacred Number of the North, it is a, outward-opening spiral. 9 + 9 equals 18, the Sacred Number 9 doubled. As pointed out the seemingly random name *Arahari* is not random since it refers to the Black Sun. I chose to use the word as Ara-Hari emphasising the two separate parts. The name 'Hari' seems to have referred to Vishnu (I believe Miguel Serrano mentioned this) whilst the name 'Hara' refers to Shiva. If this is so (it would need checking) then the name 'Hara-Woden' could be substituted for 'Hari-Woden' which would refer to the Destruction-to-Recreation' aspect as the Wild Hunter-God. (This is just an idea at this time.)

The alternative version of the Nine Glory-Twigs has the Hag-All at the centre - the *Seed of Life*. The Nine Glory-Twigs are thus the *Tree of Life* which grows from the *Seed of Life*. Thus, the 33-Rune ***Ar-Kan Runes*** have 'grown' out of the original ***Armanen Runes***. Looked at yet another way the Haegl-Rune is really the Hael-Rune; the Welsh 'haul' means 'Sun' and is pronounced something like 'heil'. The Central Sun is thus not the 'Golden Sun' or 'Dying Sun' but is the *Black Sun* which is 'trapped' and 'imprisoned' by Saturn. Saturn is in fact 'lead' and the alchemical (Al-Khem) transmutation of 'lead' into 'gold' is merely the transmutation of the *Black Sun* into the new *Golden Sun of the Golden Age*.



The Hexagon of Saturn

The legendary Saturn is the ruler of the Golden Age, and thus the Black Sun represents the Golden Sun of the Golden Age which is today the *Spiritual Sun* or *Hidden Sun*. The Hae(g)l-Rune is also linked to HelgiH - The Last Avatar. This is because he is the Sun-Hero, and the glyph of the six-rays is the Sun (seen when a photo is taken with the sun shining).



The above figure is that of the *Nine Glory-Twigs* set into a hexagon; this is the version that I decided on for the 'Mother-Rune'. The *Hag-All* is at the centre, as mentioned before, but the Gar-Rune can also be seen as the Central Rune - the *Gift of Ar* or *Gift of Ing*. The *Seed of Life* was planted in the Twentieth Century before the dawning of the New Age: this grows into the *Tree of Life* which heralds the coming *Final Victory*.

The Cweorth-Rune follows the Ear-Rune, the latter being the 'Dying God', and thus the 'Dying Sun'. But in a sense, since this is the 'Bound Giant' (his hands are 'bound') then the Ear-Rune is the *Black Sun* which is 'imprisoned' by the Dark Powers. The Cweorth-Rune (above) is thus the *Black Sun* freed from that 'prison'. This rune thus represents the Resurrected Black Sun and the 'Son of the Black Sun' - Wid-Ar.

The *'Son of the Widow'* is the *'Sun of the Widow'*; the Black Sun is dying/dead and the 'widow' thus births the 'New Sun' - the new 'Black Sun' that resurrects at the beginning of the Age of Aquarius. This was most likely the original basis for the 'Aryan Mystery Religions' which at an 'outer' level taught the resurrection of the Golden Sun each day, but at an 'inner' level this was the resurrection of the Black Sun which would occur at the beginning of the Age of Aquarius.

The Is-Rune or Isa-Rune is the Rune of Isais, the Rune of Isis - 'Infinite Stars and Infinite Space'. She is the Goddess of Light and Love; the Goddess of the Dawn whom we know as Freya, Idunn, or Arya. She is also the woman whose two head-bones wrapped in White Cloth, with a Red Cloth wrapped around this, labelled CAPUT LVIIIm found in the care of the Knight's Templar. According to one source she is named ***Yse*** which is Isa, Isais or Isis. This links to yet another mysterious tale from the Knight's Templar which features a skull on leg-bones - Skull & Crossbones. This symbol is in fact of the Wild Hunt, and here I have to recall a strange dream I had of the Wild Hunt in which the words ***ISSI-WYN*** were sounded. The CAPUT 58m is 'Head58m' or as stated in *The Holy Blood and The Holy Grail* 'Head 58 Virgo'. Venus the Virgin is in the Constellation of Virgo; 58 is the number of 'ROBIN' and *The Hooded Man Prophecy*. The 'Magic Head' was supposed to have passed into the Order of the Knights Templar.

The Sun is shorn of its Golden Ring and is imprisoned in the Underworld by the 'Witch of the Eclipse' (Loki). There the 'legs' of the Sun are lamed. The Goddesses try to charm the legs back to right; Woden sings a charm and the legs are righted. The Golden Ring is returned and the Golden Sun flies back into the heavens once more. (Merseberg Charms)

The Sunwheel - The Cross - The Swastika - The Cross - The Sunwheel

Thus the term 'Fylfot' which is the 'Fol's Foot', 'Foal's Foot' or 'Fool's Foot' the legs of Baeldaeg's Foal which are 'broken' as the 'Haken-Cross' or 'Broken Cross'. The Haken-Cross or Fylfot (Swastika) is the symbol of Baeldaeg in the Underworld, of his stay in Odainsacre, where he is the Sun-God - the *Black Sun* or *Hidden Sun* which still shines upon the Arya, coursing through the *Blood of the Arya*.

The Fylfot - Fol's Foot - Symbol of Baeldaeg

'When the Ice of the Darkest of Night melts away under the Fire of the Black Sun of the Inner earth, the poison apple shall fall away, and the Sleeping Goddess shall awaken, throw off her White Wolf-Skin, and arise renewed by the Golden Apples of the Immortals. When the Moon is under her feet and she is clothed in the Golden Sun, she shall bring forth the Divine Child of Light who will lead the English Folk in their Divine Mission against the Servants of Darkness.'

The Prophecy 88 - November 9th 2014.

The Black Sun

Runes of the Black Sun - Part Three

'When the Ice of the Darkest of Night melts away under the Fire of the Black Sun of the Inner earth, the poison apple shall fall away, and the Sleeping Goddess shall awaken, throw off her White Wolf-Skin, and arise renewed by the Golden Apples of the Immortals. When the Moon is under her feet and she is clothed in the Golden Sun, she shall bring forth the Divine Child of Light who will lead the English Folk in their Divine Mission against the Servants of Darkness.'

Prophecy 88.

It has been suggested, especially by Miguel Serrano, that the ruler of the Golden Age, Saturn, has been 'enchained' by the Demiurge; another way to put this is 'imprisoned' by the Dark Lord. There is a possibility that this 'imprisonment' is due to the Ice-Rings of Saturn; and thus the above prophecy could refer not only to the *Black Sun of the Inner Earth* but also to the *Central Galactic Black Sun* (Black Hole). Thus the 'Fire of the Black Sun' originates at the Galactic Centre.

A 'Black Hole' is not completely understood by our modern science, but is thought to be a collapsed star, or a 'Dead Sun'. I use this term because the ancient Golden Sun of the Golden Age 'died', and thus could have formed a 'Black Hole' which would thus be a 'Black Sun'. Now, when we die this is not an ending, our Astral Body moves into another world (dimension), so what if the 'Dead Star' moves into another dimension? This makes sense since there has been debate as to whether moving through a Black Hole is moving into a different dimension.

When Hyperborea sank it was moved by the Gods into a different dimension of being; thus the Black Sun too would have done the same, shining over Thule-

Hyperborea in a different level of being and consciousness. Thus we have the following -

Inner Black Sun - Within the remnants of the Arya; the Power of the Black Sun courses through the Aryan Blood.

Inner-Earth Black Sun - At the centre of the Earth.

Galactic Black Sun - The Black Hole at the Centre of the Galaxy.

Thus the Galactic Black Sun is centred around the area of Cygnus the Swan, which is why the Long Man of Wilmington (Cygnus) faces towards the North, as the 'Gateway to Thule'. The ***Black Swan*** may well be symbolic of the Black Sun, and Swans are associated with Thule-Hyperborea, as well as to the Well of Wyrd (Urdr).

All of this is connected to the ***Bab-Komet*** and thus *Hunter's Burgh* - shaped like a comet - represents the Hale-Bopp Comet. The whole area was built as a 'Time-Clock' that would use the Power of the Black Sun to awaken the 'King of the English' (Ingus) and herald the conception of the New Age - the Age of Ing. The Hale-Bopp Comet was 'Sent by Morgana' who is the Goddess of Fate (Morgan le Fey) whom we would call Wyrd. This name should perhaps be sounded - ***uu - oo - rrr - d*** rather than 'weird' as it became. This connects this to UR-d and also to Yr-d, the Ur-Rune and the Yr-Rune.

Ur-Rune

Yr-Rune

If the line inside the Ur-Rune is placed straight across the top of the central upright stave then it represents an Irminsul - thus the Ur-Irminsul can be seen in this rune-stave. The Ur-Rune can be drawn as an 'inverted V' which makes it the *Midnight Mountain.* The Irminsul and the Midnight Mountain are connected within the version mentioned here.

The Hale-Bopp Comet was 'Sent by Morgana' but was also 'Born of Morgana' since she is represented here by the Beorc-Rune which is Cassiopeia which has this shape. This is the area of the Birth-Goddess. The *Star-Woman* in the Graal Mythos inherits the Chessboard of Morgana; she features in a piece about Parsifal or Peredur. She is accompanied by a hound. She is linked to Isis-Isais too.

I have covered this before so will merely give the briefest details; in *The Wilmington Giant* by Rodney Castleton he mentions S.F. Sinnett who suggested that the area around the Long Man is the setting for an episode in the *Petit Saint Graal*. In this we find a 'chessboard on which the pieces are playing by themselves'; Peredur loses and 'throws the chessboard out of the window'. We find in this version only 'an ill-favoured maiden' but this is the *Star-Woman* in the Parsifal versions. In *The Sacred Triangle of Pagan Iceland* by Einar Palsson the *Star-Woman* is associated with Sirius, as is Isis. According to this book Sirius is associated with the Number 4, which itself is associated with the chessboard -

- 16 pieces on each side = 4 x 4.
- 64 squares = 4 cubed.

The 'hound' or 'dog' which accompanies the *Star-Woman* is thus symbolic of Sirius - the 'Dog-Star'.

The 'Holy Graal' as a dish or chalice is connected to the Icelandic *Skapker Heidrunar* which is the 'Measuring Vessel of Heidrun'; Heidrun is the 'goat' - Capricorn. In the dream about the comet being 'Sent by Morgana' the 'Horn of Plenty' was mentioned as well as 'Capricorn'. Capricorn is the area of the *Gateway to the Gods.*

A *Gateway to the Black Sun* can thus be seen as the *Long Man of Wilmington* which is Waendal, a name associated with the Old English *Earendel* which is the *Morning Star* - Venus. We have here the link between the Black Sun and its being channeled through the Morning Star.

The Cweorth-Rune is also the 'Sweorth-Rune' meaning *Sword*; it is also the *Sweart-Rune* meaning 'swart' which is how we should perhaps refer to the *Swart-Sun.* This word has dropped out of the English Tongue, but is more accurate than 'black' since the word 'swart' means 'blackened by heat', a very different thing. Inherent in the rune-meaning is *Fire* and in particular *Cremation-Fire.* The Black Sun is a burnt-out star which has been 'blackened by fire' and thus is the *Swart-Sun.* Our English word 'swart' stems from the Old English *sweart* which stems from the ***Aryan Root *swar***. In Vedic Lore SWAR is the Highest Heaven. Interestingly, the ***Aryan Root *swar*** also gives us our word *sword.* All these concepts are inherent in the Cweorth-Rune/Sweorth-Rune. ***(*)***

(*) *The word-play Cweorth-Sweorth could also be surmised from the fact that some of the runes have Latin Roots, thus 'c' can be hard or soft, and thus perhaps interchangeable in rune-names.*

If the Ear-Rune is the 'Bound Giant' then this is Saturn-Cronos who is freed through the *Fire of the Black Sun* when the Ice-Rings melt - the Ear-Rune thus transforms into the Cweoeth-Rune through the act of this Cosmic Fire. This seems inherent in the alternative rune-name for Cweorth which is TRIS - SIRT spelt backwards.

The Cweorth-Rune itself represents a Swan, especially the Swan in flight; there are word-links between Swan-Sun-Sword-SWAR. Indeed, the last of these, SWAR, may be seen as SUU-AR where the SU means 'to generate' or 'to 'produce' and AR is the Black Sun.

The Shamanic Initiation that I undertook in the spring of 1997 was due to the 'vibrations' of Bab-Komet (Hale-Bopp), and centred around the Long Man of Wilmington. It was also the key to understanding the *Mysteries of HelgiH* which have become clearer due to a re-reading of the *Prophecies of Sahaja* -

HelgiH I - Helgi Hjorvarthsson - 'Hope', after whose defeat we find that the Powers of Darkness guided by Shaddein/Shaddai take control of the world.

HelgiH II - Helgi Hundingsbane - Woden's Folk - England (part of the wider movement to awaken the 'remains of the heirs (to Thule-Hyperborea-At-al-land)', those few solitaries who remain loyal to the 'Light' - they are associated with the 'comet' (Hale-Bopp) which was sent by the Goddess Wyrd to awaken these Forces of Light.

HelgiH III - Helgi Haddingjaskati - The Third Sargon. This is Wid-Ar the Avenger as Sargon is deemed 'The Avenger'. The Kalki Avatar of Aryan India.

The Third Sargon is thus the 'Prince of the Haddingas' (HelgiH III) and we have a clear indication that the Haddingas had a presence here in these islands since Haddington near Edinburgh is named after this tribe. This is the tribe that can be found as the Heardingas in the Old English Rune-Poem, associated with the English God, Ing or Ingus.

The Cweoeth-Rune is also the Irminsul, a column topped by two sings, originally, it seems, Swan's Wings. This symbol is thus that of the God Irmin or Arman whose name is related to the Black Sun - **Ar**. Around the fifteenth century BCE an Aryan Tribe called the Mittani embraced a new High God called **Ir**. The Mitanni had links to Aryan India as their god-names suggest.

The Persian figure of Ahura-Mazda, the 'God of Light', is shown as a 'Winged Globe' with the figure posed in the ***Os-Rune*** holding the 'Ring of Power' in his hand (some similar figures show a Rod and a Ring). The 'Winged Globe' is usually seen as the Sun, but since the Sun is still at the centre of our Solar System then this may well be symbolic of a moving object such as a ***comet***. The *Os-Rune* represents here the High God, who is linked to the ***Bab-Comet*** who, it is said, placed the Black Sun in the universe. The Winged Globe is found in many Indo-European Cultures, and was used in Egypt -

Stele of Revealing

The Winged Globe stands above the God Heru (Horus), it can also be found upon a Mitanni stele on which it represents ***Ir*** -

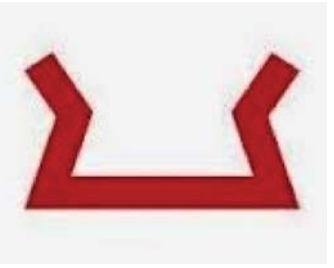
The Winged Globe here is seen as an 8-spoked wheel with wings below it; however, the wings are above an upright column which creates the **Irminsul**, the wheel being just above this. Both 'Ir' and 'Heru' are names that stem from the same root-word. The Winged Globe is also used for the god Assur whose name is very like As-Os-AEsc.

The knowledge of the Black Sun originated in the North, and with the Ice Age when the Northern Tribes moved further southwards and eastwards the knowledge moved further down into areas such as Iran, India, Tibet, Sumer, and the through Babel, Akkad, Babylon and areas where the 'Kingdom of Light' was established upon Earth. But as time passed and the ice melted, some of these peoples began their Folk-Wanderings northwards again, and with them took the Ancient Knowledge of the Black Sun with them - ready to establish the 'Kingdom of Light' in the North with the coming of the Third Sargon. Nimrod, a vague figure in the Old Testament, is said to have been associated with Babel (Bab-El = 'Gateway to the Light') which is itself associated with the time when the 'tongues' became different and variations of the Ur-Tongue came into use.

The remains of the Sumerian and Akkadian peoples were absorbed into the Gutian Empire around 2000 BCE; the 'Gutians' sound remarkably like the Geats, Gauts or Goths. Maybe it is from these people that the 'Light of the Black Sun' went back to the North? That the 'Good People' or 'People of God' should take this Ancient Wisdom back to the North would be fitting indeed.

Runes of the Black Sun - Part Four

The Edel-Rune is the *Rune of The Hooded Man* as suggested by Hamasson; it is two Sigel-Runes facing each other, here as the White Sun-Black Sun. The Germanic Ing-Rune is a 'gateway' or 'portal'. In using the Old English name for this rune we pronounce it *'Sieg-El'* which means 'Victory to the Light', 'El' meaning 'Light'. This is also the 'Rune of At-al-land' which is the 'Kingdom of Light' that will rise again in the North, under the Midnight Mountain. The 'hooded' man suggests hidden or concealed, and this also fits the name 'Helgi' which not only means *The Hallowed One*, but also *The Hidden One*. Both of these, of course, also refer to the *Hidden Sun* or *Black Sun*. The Sigel Rune is the 16th rune (8 + 8) whose numerology is based around the Sacred Number 8 (Infinity); the Mann-Rune is made up of two Wyn-Runes which have the same numerical 8 + 8. The letter S is shaped like the Number 5 which has significance.



The Legend of Scef-Ing forms the basis of the Legend of the Swan-Knight; the Swan is associated with Thule-Hyperborea originally. Scef-Ing appeared in the

Swan-Ship (above) which is also symbolic of the change in world-age where the new Solar-Force is held in the Sun-Ship/Swan-Ship which sails upon the 'Waters of Dissolution'. The Legend of Ingus also gives rise to that of Hengest and Horsa who had a sister called 'Swan'. These are not random legends but form part of a Solar-Mythos. The Peorth-Rune is that of a 'portal', 'doorway' or 'gateway' to, and here there is a link to the Swan-Ship which moves over the waters into another world - as Frodo and Gandalf did when they left with the Elves at the end of *Lord of the Rings*. They left in the Swan-Ship.

If the Black Swan represents the Black Sun (at one level) then its colours of Black-Red-White (as seen here) represent the Wyrd Sisters (Norns) and the colours of Eternal Germania.

In the dying Age of Pisces the Power of the Black Stone seems to have been given a good deal of airing; the Age of Ing (Aquarius) heralded the discovery of the Mysteries of the White Stone (of Ing). The White Stone was discovered in 1938

but its mysteries did not come into the light until the start of the Twenty-First Millennium. The 'Fire' links to the 'Serpent-Fire', Kundalini, or Vril-Force.

The White Stone of Ing contains within it the 'New Name of God', the name of the God-Force that rules over the Age of Ing - Ingus ('The Son of the Black Sun'). Inga-Agni is the 'Fire of the Black Sun'; the Igneous Fire of the Sacred Blood. The 'Gift of Ing' is, as said before, the 'Gift of Ar' - the 'Gift of the Fire of the Black Sun'. This is why the Ing-Rune has two distinct versions in its XX-Form - the Ken-Fusion (Fire-Fusion) and Ur-Fusion (Primal Fusion). This connects to the Ur-Il or Vril. The 'Fire' is of course not the physical fire because it is the *Spiritual Fire.*

AR V-AR ALDA - This not only refers to the 'First Time' but also to the Black Sun which was then the Golden Sun of the Golden Age - ***AR***. This is also contained in the god-name ***UR-ALDA*** or ***AR-ALDA***. Since 'god' and 'sun' are always linked together, and seen as one, then the term ***AR*** relates to both the Black Sun and the High God.

ALL-FATHER - Iluvater, Ilu-Father or ***ALU-FATHER***. As well as ***ALU-GOD*** as found on runic inscriptions. This refers to the 'High God' rather than to Woden, although Woden takes this title. The ancient Aryan Religion would have recognised this 'All-Father' which seems to have been lost at times, and at other times coming back into the light.

AS-AR - As-Ar is the Egyptian Osiris who is said to be a 'Dark God' - i.e of the Black Sun. He is slain by the demonic Set, and then 'resurrected' as his 'son' Horus or Heru. Heru is Eru is Ar. Just as Baeldaeg is slain by his brother Hod, and is 'resurrected' after Ragnarok.

ARAGORN son of ARATHORN - The line of Gondor, descended from ***ELENDIL*** and the Numenoreans - the High Race of the North.

ARES - ARIES - MARS - God of the Scythians, Greeks and then the Romans.

ARYAN - AR-KAN - ARKAIM - ARMENIA - ARYANIA - IRAN - IRELAND (EIRA) - ALBION - ALBAN - ALBA LONGA. The 'Kingdom of Light' originated in the Golden Age in Thule (Hyperborea), was re-established in At-al-land, then the Gobi Civilisation, then through Aryan India-Iran-Tibet, then through Sumer-Akkad, Babel, Babylon, Egypt etc. Other 'Empires of Light' were established, each one at lower and lower level as the Warg-Age progressed. Places such as Port Asar (Armenia), Arkaim etc. are today coming to light and showing that these 'Kingdoms of Light' were far more widespread than had been known. None of these exists today, nor can the people claim to be 'Aryan' since they were destroyed and exist no longer. What does exist is the *Aryan Gene* which can be awakened once more when another 'Kingdom of Light' arises in the North.

AR-MAN - IR-MIN - IR-ING - AR-ING - IRING'S WAY (Milky Way) - EORMAN - EARMAN - IORMUN - These are all linked together and connected to AR and the Black Sun. As is the term ***ARMANEN***.

The theme of this implies that our physical world is part of a downward cycle as we move away from the Central Sun - the Black Sun. As this happens the Central Sun 'dies' and becomes a Black Hole - this is a 'dead star'. The Power of the AR-Sun thus moves into another dimension, into another world that cannot be seen by most. The Black Sun is now a *Spiritual Sun* and can work only at a spiritual level. As its power waned, another race was created - the Aryan Race - which would naturally have a different consciousness but would retain within its racial make-up the **Ar-Sun**. This would be held in the Genetic Code of the Arya, awaiting the time when it could once more be awakened. The Aryan must work within the confines of the Power of the Golden Sun, although the Black Sun would remain in the Blood-Memory.

The Golden Sun is now the 'Dying Sun' and the Black Sun the 'Resurrected Sun'; thus the 'Dying God' and the 'Resurrected God'. We can see that after Ragnarok and the Final Battle, when the Forces of Darkness are finally defeated, a 'New Sun' will shine above the Earth, suggesting that there are two parallel Earths, one ruled by the Physical Sun, the other by the Spiritual Sun. After Ragnarok it will be the Spiritual Sun which shines above the New World, which will be the 'Ancient

World' upon which the Black Sun shines, becoming a new 'Golden Sun' in the New World. These two worlds are parallel, each one having a different *vibration*. With this world will come the new Race of Man - the Ar-Man or Sun-Man, the Sixth Root-Race as some would say. This, once more would be a Spiritual Race upon a Spiritual Earth.

The *Black Hole* at the centre of our Milky Way Galaxy is massive, a massive collapsed 'star' or 'sun'. But it is not in fact 'dead'; it is dormant at times, and at other times it emits powerful rays of energy-force, which it would seem would be growing stronger as we have entered the New Age. This is the *Age of Ing* which is the *Age of the Resurrected Sun*.

This rune forms part of the Edel-Rune, the Rune of At-al-land; Ingus ***(*)*** was the 'Son of Manu' who led the Ingwaeones out of At-al-land in the time when the Great Catastrophe set in. Since the Edel-Rune is the 'Rune of the Homeland' then it equates originally with Thule (Hyperborea) which was the Northern Kingdom , and later to At-al-land which was the North-Western Kingdom. Hamasson has equated the Edel-Rune with the 'Hooded Man', thus linking this to 'The Hooded One' - Woden (Od-in - Od-al). When the figure of Woden appears in a certain guise he is a 'Hooded One' but within that hood is a Black Void - not really 'black' as we know it but a Void. This too equates with the Black Sun - Black Hole; this may be seen as the above Ing-Rune which forms the 'hood'.

(*) *I have used the name 'Ingwe' after Tolkien, but over the last few months started to use the alternative 'Ingus' because it fits with AEngus-OEngus-Angus of the Tuatha de Danaan of Ireland (Teuta of Idunn) who are most likely the Aryans who came to Ireland and gave the name Ireland - Erin after Ir - Er. The*

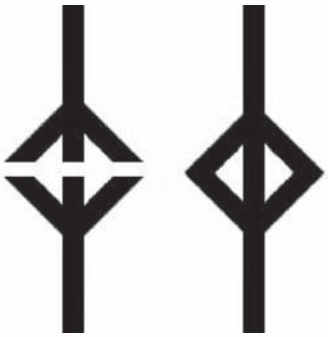
idea that they went 'underground' most likely goes back much further to Thule (Hyperborea) and to At-al-land when these Ar-Lands were moved by the Gods into a different dimension. 'Ingus' also forms part of my Wodenic name - ***Wulf Ingus-sunu*** *meaning 'Wulf - Son of Ingus'. The 'Tribe of Dana' were also, it appears, here in England in the area now known as 'Leicester' where once her* ***Cave*** *existed in the 'Dane Hills' area ('Dane' is 'Danu'). This area became part of the 'Dane-Law'. The suggestion of a 'Cave' is important since the Tribe of Dana went underground. The links between the Goddess Dana and Ingus-ÆEngus are very important. Ingus is 'Lord of the Elves' and Idunn is of the Elfin-Race; this is shown in Irish Legend since the Tuatha de Danaan become the Siddhe ('Shee') who are more like the Elves that the 'Fairies' of Victorian times; the English hold the very same lore about Dana-Idunn and Ingus.*

In the Armanen System the Ar-Rune is given the following meanings by Guido von List -

- The Ar.
- The Ur-Fyr (Primal Fire, God).
- The Sun.
- The Light.
- The Sign of the Ar - the Aryans who founded their Rita - the Primal Law of the Aryan - of which the Earn (Ear-n) or Eagle (Aar) is the hieroglyph. The Earn-Eagle-Aar sacrifices itself in a Flaming Death, in order to be reborn again. This is the Fanisk or Pheonix.

In the *Ar-Kan Runes* this is the Ger-Rune, but its inner meaning is of the Ar-Rune and the same as that which Guido von List states. The glyph is that of an upright stave with the Germanic Ing-Rune at the centre.

This is also Eolhs-Calc joined together as below -



Life/Death - Male/Female ***(*)***

(*) *I think this is the work of Hamasson, at least it looks like it - got it online.*

This is another way of showing the same symbolism inherent in the Haeg-Al Rune -

In the Classical Myths the Sun is male, whilst in the Germanic and Celtic Myths the Sun is female. How do we reconcile this? The Germanic Sun-God is male (Baeldaeg) but the Sun has two names - Sunna (Female) and Sol (Male?). The Black Sun, according to most sources is female which suggests that the Golden Sun may well be male, especially since the male seems to have dominated the past eras with the Intellect rather than Intuition. This is just a wild guess but seems to make sense - Sunna is the Black Sun.

The Nine Glory-Twigs or *Wuldor-Tanas* form the 'Tree of Life' from which the 33 runes emerge. Wuldor is thought to be the Ski-God, Ullr, and the name means 'Glory', although it could have had a different meaning originally. Woden recovered the runes, which emerge out of the Black Sun, and they were taught to our Folk by Rig-Hama, Kon and then Earl. They were taught exclusively to the Earlingas or AEthlingas - the nobles - because they were the higher caste, with the Kon above them - the Kon-ungr (Cyning) or 'King'.

I have mentioned before that there is no 'p' originally in the Germanic Tongues, and thus 'Peorth' would have been sounded differently. We have the Beorc-Rune, so a 'b' would not have replaced the 'p' (which has happened). I suggested that there may be a sound-change to Weorth since the rune is connected to Wyrd. The rune placed as above could thus be the *Well of Wyrd* or *Well of Urd.* The glyph fits such a suggestion. With the Hale-Bopp Comet being in the 'Beorc-Rune' and being 'Sent by Morgana' (Wyrd) the two runes are again connected by a thread.

The rune is also connected with the Cweorth-Rune because it has the very same basic structure of an upright stave and two 'Ken-Runes' which occur in Cweorth in both of its forms. The bottom 'broken-line' can be reversed, making one version of Cweorth, or reversed and placed at the top opposite the other, making the usual version. Hamasson suggested that the Cweorth-Rune is the 'Broken Sword' (the hilt left only).

The Rad-Rune or Rit-Rune is an upright stave with a reversed Sigel-Rune; this, as I have shown before, can relate to the Old English *Dream of the Rood.* It can thus refer to the 'Dying God' or 'Hanged God' who hangs upon the *Rood-Cross*. In the Old English version he is called the 'Hero' which suggests Ingus in one sense, although he does not seem to be linked to any 'Hanged God' - though he has been linked to the Aryan Krist as the 'Son of Man'. However, the 'Son of Man' appears as the Warrior-Krist riding a White Horse and leading the Armies of Light against the Dark Powers. Of course, Rad could represent the 'Dying Sun' as the Black Sun, through the past world-ages. In the *Dream of the Rood* it is not only the Krist that bleeds on the Tree of Woe, but also the Tree is called the 'Bleeding Tree'. If Krist were linked to Baeldaeg, who is the 'Bleeding God' then this may represent the Black Sun (at one level). Since the symbolism reverses when the

Spiritual Sun gains power, the same glyph can symbolise both. Of course, the reflection of the rune shows the normal Sigel-Rune, and because the reversed Sig-Runes are used on the Black Sun this may well be right.

NOTE - *These are my own opinions and are neither 'fact' nor 'truth'; they are there to try to find the truth and not to make the truth (something we leave to the press and media). These ideas have been put down hastily because they came to me over the past few days and I felt the need to record them. There are no doubt mistakes and some of the work has not been studied properly, but they form the basis of new ideas on the Black Sun.*

Runes of the Black Sun - Part Five

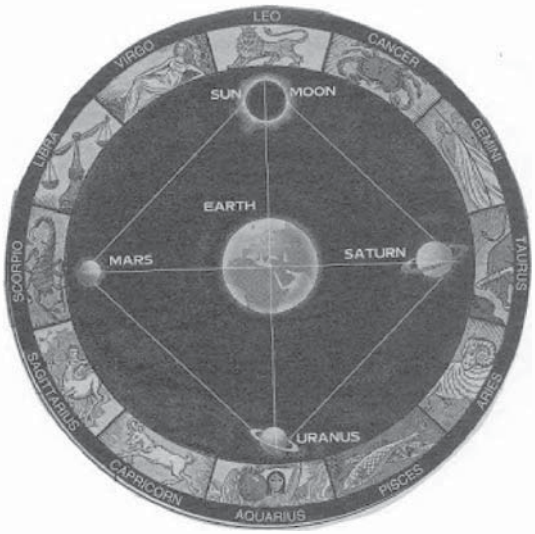
There is a very interesting rendering of the word 'apocalypse' which is usually thought to refer to some form of catastrophe or disaster -
apo = Apollo (The Sun).

calypse = Calypso (Hidden or Concealed).

Thus the word could mean 'The Hidden Sun', in which case everything written about a coming 'apocalypse' has been seen in the wrong light. And the 'Four Horsemen of the Apocalypse' can thus refer to a phenomena linked to the Black Sun. These are symbolic of the *Wild Hunt* with the colours White-Red-Black (and the 'Pale Horse').

The symbolism of the Black Sun is clearly that of an *Implosive Force* since the Sig-Runes are reversed and appear to be moving inwards towards the centre. This can refer to the 'Black Hole' which has a draw towards it; this is just one part of its force though.

The four dots around the circle, and the areas these are seen on may well represent the Four Beasts ('of the Apocalypse'); in which case they refer to something linked to the Black Sun in the Age of Aquarius. These symbolise the *Precession of the Equinoxes* with the Age of Aquarius beginning when the 'Four Beasts' are in this position - Bull - Eagle - Lion - Man.



To adjust these two to fit each other we have to twist it around: for some reason the *Daily Mail* twisted their's so that Leo the Lion (The White Dragon) is at the North. Leo would twist leftwards and thus we have the following, where the 'disc' represents one of the 'houses' and the strips represent three 'houses' with the 'disc-house' at the centre -

Virgo - Leo - Cancer.

Gemini - Taurus - Aries.

Pisces - Aquarius - Capricorn.

Sagittarius - Scorpio -Libra.

Uranus (Ur-An-Us) is the ruling-house of the Age of Aquarius (according to some), and is here in that house. Mars (Ares) is in the Eagle (Scorpio) and the 'Black Sun' (Solar Eclipse) is the the House of the White Dragon (Leo) with Venus - through which its powers flow. Saturn is in Taurus the Bull for what that is worth.

As I mentioned in another post on this crop-formation, the 'rays' of the Sig-Rune (N-S-E-W) are 'refracted' when they reach the second ring from the outside. This suggests, perhaps, that the 'rays' have an inner-to-outer movement here - suggesting that there is an outward-pouring energy now, which was not evident

in the Black Sun symbol. If this refers to the movement of energy out of the Central Black Hole, then this naturally 'awaken's the same energies in the Inner Earth and the Inner Man.

Whether this crop-formation is man-made or not really does not matter one bit; the fact that it appears in the form it has here is significant in itself. It caused a great stir when it appeared simply because the ignorant cannot understand what it means. In this new version it is clearly linked to the *Precession of the Equinoxes* and to the Zodiac positions at the transition-point between the Age of Pisces and the Age of Aquarius.

This crop-formation appeared on 8th August 2015 (8-8-8) which according to some sources is a number associated with 'Krist'. But there is also the possibility of a link between the 'Sign of the Son of Man' symbolism on August 11th 1999 and this formation 16 years later (8 + 8). This is because in this latest 'Black Sun' appears the 'Sign of Ing' in both the Ing-Rune and the Cross of Fro-Ing (an equal-armed cross). The Ing-Rune is a 'square' and this also seems to 'Square the Circle' which is an occult theme. Since the Square is 'matter' and the Circle is 'spirit' then it seems to link matter and spirit - perhaps at a point in time when they are both equal. When two such forces are equal it takes a Third Force to tip the balance; here the Third Force appears to be the outward-force from the Centre of the Black Sun that is forced past the Second Ring.This appears to suggest the growing power of the Black Sun.

In 1485 Richard III was defeated at the Battle of Bosworth by Henry Tudor who usurped the Throne of England and became Henry VII. Richard fought under the White Boar of York (Eforwic = 'Boar Wic') and the White Rose of Yorkshire (Capital of Northern England), whilst Henry Tudor fought under the Red Rose and the Red Dragon - symbols of the 'Great Red Dragon' of Revelation. Thus the *White Dragon of Ingus* was defeated by the Red Dragon. Five hundred years later, in the mid-1980s the White Dragon of Ingus was 'resurrected' by the White Dragon Kindred here in England. That the Solar Eclipse was in the *House of the White Dragon* is symbolic of the *Resurrection of Ingus* and the conception of the *Age of Ingus* at this time. The 'Cattle-Slaughter' in the coming years was another sign of the change in world-age, conscious or unconscious.

'But a Strong One will shake up the remains of the heirs, and awaken some. Like a ***Comet*** *suddenly giving signs. But the victory is far, and there is no new King.'*

Sahaja.

'When all seems lost, all HOPE is gone,
Then shall arise ***The Hooded One****....'*

Wulf's Prophecy

'For as the lightning cometh out of the East, and shineth even to the West; so shall also the coming of the Son of Man be.'

'...shall the Sun be darkened, and the Moon shall not give her light, and the stars shall fall from heaven...

And then shall appear the Sign of the Son of Man in heaven.

'...and he shall send his Ang-Els ('messengers')...and they shall gather the Elect from the four winds, from one end of heaven to the other.'

Matthew 24:29-31

'But as the days of No-e were so shall also the coming of the Son of Man be.'

Bab-Komet = 'Gate to the Ray of Light'

The piece in Matthew 24 tells of the Solar Eclipse of August 11th 1999 and the Perseid Meteor shower on the next day. It also mentions that *'the Moon shall not give her light'* which suggests a Lunar Eclipse, which did happen in the spring of 1997 when the Hale-Bopp Comet was seen in the skies.

'In the Days of the Lion, spawned of the Evil Brood,

The Hooded Man shall come to the Forest.

There he will meet with Herne the Hunter

- Lord of the Trees -

To be his Son and do his bidding.

The Power of Light and the Power of Darkness

Shall br strong within him.

And the guilty shall tremble!'

The Hooded Man Prophecy

- Horam, South Saxon Mark, October 31st 1993 -

Peorth - 'The Gate'

Peorth-Rune

The Peorth-Rune is a glyph of Beorc opened out - of the Birth-Mother giving birth. Birth takes place through the birth canal which is a form of 'portal' or 'gateway' to this Earth. Thus, the Peorth-Rune is also a 'portal' (p[e]ort[he]) or 'gateway' from our world into parallel worlds; this is the Rune of the Gateway. On the other hand, when turned over on its 'back' it becomes the Swan-Ship which sails upon the Waters of Chaos, but also the 'waters' that divide our world and the Otherworld. The idea of 'The Ferryman' can be found in Germanic Lore as well as Greek Lore.

I once had a dream about this rune which can be used to 'break the fetters'; this was not so clear then but today we know that in order to reach into other realms (of consciousness) we have to 'break the fetters' that bind us to the material world. This is the 'Gate of our Forefathers' through which we can contact the Forefathers, and also other worlds such as the Realm of the Gods and Realm of the Elfin-Kin.

This can also be symbolic of the *Well of Wyrd* and here we have the association with the White Swans which guard the *Well of Wyrd*; as well as the association with the *Walkyries - 'Swan-Maidens'.* Thus the Swan-Ship; and also that of the

link to Lohengrin - the Swan Knight. On the ends of the ship are 'swan-necks' which can be found back in the Bronze Age in Scandinavia. These are the Swan-Ships of At-al-land' - we are going back to our English Roots.

Here the Red-Bearded 'White God' is seen in his ship with a 'portal' behind him, through which he comes to Earth. His is the 'Gift of Ing' as seen in the X-XX markings on the two heads through which the ship passes. This is a Serpent-Ship which is an alternative symbolism. He bears the *White Stone of Ing* which represents a 'New Age' dawning. He bears the *Hammers of Thunor* or the *Cross of Krist.*

In birth it is a fact that blood is spilt; when we consider the slaughter of cattle that took place as the Age of Ing was being 'birthed' is this really a 'coincidence'. We have thus 1999 as the year of 'conception', 2000 was the year when there was a planetary conjunction of significance (nine months after August 1999) and in 2001 the slaughter of over 6 Million cattle and sheep. took place here in England. These were, coincidentally, the years when the *Lord of the Rings* trilogy films went out, in December (Wolfmoon) of each year. One thing does seem clear that in ancient legend the 'Sacrificial Bull' is slain to usher in a new era - even if this is not done consciously.

Of course, the 'Gateway' or 'Portal' in the Mayan Stela seems linked to Kukulkan or Quetzalcoatl, the latter known to be linked to Venus - the Morning Star. This is associated with the Waene-Gods and thus to the Elves who seem closely linked to this set of Gods. Ingui-Frea is 'Lord of the Elves' and Idunn is a Dis of the Elfin-Kin. The people most closely associated with the Elfin-Kin are the English many of whose names are linked to 'Elf' or 'AElf' - AElfred, AElfric, AElfstan, etc. The link

between the Engel-Kin and the Elves goes back into the mists of time and held bound even when the bond between Man and Elves was broken.

This is also shown when we see the most ancient symbol of Albion - Island of the Elves - the ***White Rose***. This is connected to York and to the ***White Boar of Ingui-Frey***. Richard III fought under the ***White Boar*** and his was a symbolic defeat of the White Boar-White Dragon. At one level the Ing-Rune in its Germanic form is symbolic of the Morning Star - Venus. It is said that England in ancient times was shaped as an elongated diamond.

There are certain areas of the world that are 'portals' to other worlds; one of these is Woden's Burgh ('Adam's Grave') in Wiltshire which is near to Wansdyke ('Woden's Dyke'), a very famous earthworks. This 'portal' is mentioned on a plaque in a nearby church, retaining its secret into Christian times. Another local church is built over a stone circle, now hidden under the floor of the church. There is a very interesting book called *'Wulf's Gate'* by Matthew Lehman which is based upon the same idea of a 'gate' or 'portal', in this book a 'gate' between Man and the Elves.

The word 'portal' is from the French *portail* and the Latin *portale* deriving from the Latin *porta* and thus to the English 'port' meaning a 'gate' or 'entrance'. Since there was no 'p' in the Teutonic Tongues then the use of the letter may well have been to hide the meaning 'port' in a way that its discovery would not be too hard. This is equivalent to the English 'fare', one of whose original meanings meant 'a course' or 'a passage' when used as a noun. There could thus be some hidden connection between Feoh and Peorth. Also, P-eorth could refer to the Earth, and a 'gateway' on the Earth.

Yr-Rune & the Inglinga

Yr-Rune

The Yr-Rune is one of the nine extra runes of the Ar-Kan Runes, developed from the Old English Runes of Northumbria. The Old English Rune-Poem has this verse for the rune -

Yr for every noble and warrior is
a joy and adornment, is fair on a steed,
a trusty piece of war-gear on a journey.

The Norwegian Rune-Poem -

Yr is the winter-greenest
of woods; burning
it is wont to singe.

And the Icelandic Rune-Poem -

Yr is a bent bow
and a brittle tool
and arrow's lightning.

Yr is translated as 'Yew-Bow' except for the Norwegian version which is the Yew-Tree. It seems fairly obvious that the English used the bow on horseback, as stated in the rune-poem. The *Eoh-Rune* is the actual Yew-Tree but this does not occur in the latter two rune-poems. The Icelandic Rune-Poem has two meanings for each rune, and those for the Yr-Rune are - Arcus (Bow) and Ynglingr (Inglinga).

There are various different versions of the Old English Yr-Rune, one of which is as the above, and another with the cross-piece being straight, making a 'T' shape inside the Ur-Rune. This is the importance of the rune since it does refer to something 'primal'. The 'T' shape is that of the Irminsul - the 'Primal Irminsul'. But if we use an ur-glyphic version of the rune we have the Ur-Rune as an inverted 'V' with a 'Y' shape within this glyph. This is the a tree with twin branches (like the Irminsul), and this, I believe, refers to the *Three Royal Lines of the Angles* - Wolsungas (Trunk), Wulfingas & Heardingas (Branches).

There was a weird tale called *A warning to the Curious* written by M.R. James in 1925, and made into a TV program many years later. This was about a man

named 'Paxton' who discovered the legend of the *Three Crowns of Anglia* which were three royal crowns, two of which had long been lost, and one left at Rendlesham, thought to be the capital of the Wuffingas in Suffolk, near to Sutton Hoo and the burial of the Wuffinga King Raedwald.

The Wuffingas are the Wulfingas, said to have come over from Jutland; however, the Three Crowns emblem above is that of the Swedish Coat of Arms today, so there are links with Sweden too. It appears that the Wuffingas embraced the earlier tribes of Norfolk and Suffolk into their own, ruling as the Wuffinga Royal Line. There is a place near Rendlesham called 'Ufford' - 'Ford of the Wuffingas, and another some six miles east called 'Iken' most likely named after the Iceni Tribe, who, it seems, also had links to the Wolf Totem.

Thus, the *Ynglingr* associated with the Yr-Rune refers to the Inglinga Dynasty which ruled over Sweden, as well as Norway at one time too. These are the 'Sons of Ingus' or Ingvi-Frey. I have shown before how the Long Man of Wilmington is very much like some Swedish bracteates showing this warrior-figure holding twin spears, wearing a horned helmet. Near to the Long Man is a 1,600 year-old Yew Tree which obviously has associations with the hill-figure - Waendel. There are areas in Sweden associated with Vendel which is the same name as Waendel. It is thus certain that the Yr-Rune has connections to the Inglingas in regard to the Yew-Tree and the Yew-Bow.

The Yr-Rune in the Norwegian, Icelandic and Armanen are shaped as the Calc-Rune in the Old English Rune-Row - as above. This can be seen as a bow and arrow, but in modern terms it is also a nuclear warhead-rocket.

It would seem obvious that 'The Star' of the Tarot Cards is based upon the Age of Aquarius - the 'Water-Pourer'. The eight-pointed star is usually held to be either Sirius or Venus, both associated with Isis, Ishtar, and thus Eastra. I have hinted that there may be a link between the Calc-Rune and the 'Water-Pourer', as well as to the Graal. It is usual to see the eight-pointed star as being Sirius-Venus, but in the background of the card is a mountain ad to the right a tree, suggesting the Midnight Mountain and the World Tree - a northern link. It is thus possible that the Golden Star represents the 'New Sun' of the Aryan Millennium.

The link here to the Yew-Tree may be that of *Immortality* and to *Infinity*; the New

Age means a New Man - the God-Man. The 'New Sun' will shine upon the New Man and the New World; but this is usually seen as something to do with Saturn who was the King of the Golden Age. The three crowns also represent the *Wolf-Tribes of Woden* as shown above - Wolsungas, Wulfingas & Heardingas - all associated with the Wolf-Totem. The Inglingas have a great role to play in the coming events that occur as the New Age dawns. The Yr-Rune is also the ***YM*** ('OM') - the *Sound of Creation.*

Ar-Man - Ar-Kan

Some rune-workers reject the Armanen System because it is not 'authentic', which goes to show a complete ignorance of our Ancient Runes. Together with the 'scholars' who see these runes as merely an 'alphabet', despite the obvious fact that the Teutonic Folk did not write things down but passed them by word of mouth from generation to generation, these throw a veil across the runes that has to be lifted.

Woden discovered the runes through a Shamanic Initiation whilst hanging upon the World Tree. He did not create them he recovered them from the *Well of Memory.* With this in mind it matters less as to when the runes were first used than the *archetypal myth* as to how they were recovered for the Teutonic Folk. If we see it in this way then the Armanen Runes recovered by Guido von List whilst blinded (as was Woden blind in one eye) are far more authentic since he took upon himself the *Archetype of Wotan* in doing this act. It would seem obvious that they were rediscovered (again) at a time in history when they were needed by the Teutonic Folk in Germany. Guido von List rediscovered them by delving deep into the Well of Memory - the Blood Memory. Here lies the lost *Eye of Woden.*

The Hag-All/All-Hag/Krist-All is the form above out of which the 18 Armanen Runes can be drawn. When the Norwegian Rune-Poem states - *"Krist shaped the former (original) heavens'* - this refers to the very ancient time when Thule existed, lit by the Black Sun that shone above the Midnight Mountain. Thus the 'former heavens' but also the 'former Sun'. The Haegle-Rune represents the Sun; when taking a photo of the Sun it appears as the six-rayed Haegle-Rune. We can see that the Armanen Runes were rediscovered by the *Ar-Man* or 'Sun-Man', but this is the Black Sun of the Ancient World. These runes have come out of the Black Sun.

This Hag-All Rune or 'Mother-Rune' forms what is today known as the *Seed of Life*. When extended this becomes the *Tree of Life* which grows out of this 'seed'; this is symbolised by the *Nine Glory-Twigs* of Woden. The *Tree of Life* contains all 33 Runes of the *Ar-Kan Runes* which are a development from the Armanen Runes.

Krist is seen here as a 'Sun-God' but connected to the 'Black Sun' and not to the 'Golden Sun' of today's world. Krist is now the 'Hidden God' and is the same as Woden in this role.

'...one who went down into the pit for the salvation of the world; this was the Sun shorn of his Golden Rays, and crowned with Blackened Ones as the 'thorns'...'

The Secret Doctrine - HPB.

This refers to Krist (Chrestos) as the 'Black Sun' which is hidden in the depths of the subconscious mind or 'The Pit' which in India was called Patala and ruled over by a Snake-God called Vasuka. The depths of Patala were *'impregnated with the brightness of the new Sun'*, just as Baeldaeg (Sun-God) is in Hela in Norse Mythology. His symbol is that of the Fylfot-Swastika which is black, being symbolic of the Black Sun. Vasuka is the 'Great Naga' who was used as a rope around the mountain Mandara for the churning of the Ocean for Amrita - the Water of Immortality.

Since the 33 Ar-Kan Runes derive from the *Tree of Life*, which itself is a growth of the *Seed of Life (Hag-All)* then they too derive from the Black Sun (AR) and form the 'emanations' of the Black Sun in the Age of Ing. Some of the Brahmans of India laboured under the false impression that no 'avatars' or 'adepts' could appear in the Kali Yuga, despite this idea being contradicted by Krishna in the *Bhagavad Gita.*

'Among the commandments of Tsong-Kha-Pa there is one that enjoins the Arhats to make an attempt to enlighten the world, including the 'White Barbarians', every century, at a certain specified period of a cycle.'

The Secret Doctrine - HPB

'It is said that up to the time when Pban-chhen-rin-po-chhe 'Great Jewel of Wisdom') condescends to be reborn in the land of the P'helings (Westerners), and appearing as the Spiritual Conquerer (Chom-den-da), destroys the errors and ignorance of the ages, it will be of little use to try to uproot the misconceptions of P'heling-pa (Europe); her sons will listen to no one.'

The Secret Doctrine - HPB.

Another prophecy states that the Secret Doctrine will remain pure in Tibet until such time as it has been invaded by foreigners - which has happened in our times when the Chinese invaded Tibet.

The Hagal-Rune seen above shows the consciousness held in the 'centre' of the spinal column, around the area of the Solar Plexus-Heart Centre.

The Ior-Rune or Iar-Rune shown here is symbolic of the raising of consciousness up to the Third-Eye Centre, and thus the means of communication with the Gods. Gifu is the 'gift' given to us by the gods, the means to awaken within ourselves this 'Inner God-Force' through the raising of consciousness to a higher level - from Son to Odroerir. In one sense the link to a 'Serpent' is made through the Spinal Column which is shaped like a Serpent; it is this, at a spiritual level, through which the consciousness moves upwards. Inherent in the rune is a move from one element to another - from 'earth' (UR) to 'water' (LAGU)- from which arises the symbolism of the wind-mill which thus moves us from 'water' into 'air' (spirit - ANSUZ).

The 'Serpent' is also the Fire-Serpent that arises along the spinal column as the Kundalini-Force. It is this Fire-Serpent that arises through the Three Cauldrons - Bodn - Son - Odroerir - reaching the Third Eye Centre as this rune suggests. The Fire-Serpent arises in the shape of the snake (S) along the Spinal Column which is made up of the 33 Ar-Kan Runes. The Nine Sacred Runes of the Third AEttir are to be found in the Coccyx (Gar-Stan-Calc-Cweorth) and the Sacrum (Ear-Ior-Yr-AEsc-Ac).

The Yr-Rune moves into a 'higher state' through the Yr-Rune which is the Ur-Irminsul. This forms the gealdor YM (OM-AUM) which is that of the 'Hidden God' (AMUN) and the AR-MAN. The Ur-Rune is that which is 'primal' but with the aurochs (Ur-Ox) it is an 'earthly' symbol (the 'moor-stomper') of the Bull-Ox. The Yr-Rune is that of a Yew-Tree or Yew-Bow whose arrows fire through the element of 'air', thus taking this to a spiritual level. There is another alternative rune using an Ur-Rune over a Gifu-Rune (X) which is the Ur-Consciousness.

The Ar-Man is the 'Sun-Man' and the Ar-Kan is the 'Sun-Fire' or 'Sun-Knowledge', but of the most ancient Black Sun and not the Golden Sun of today's world. Both Woden and Krist, as the 'Crucified Gods' represent the Black Sun and its 'death';

this is inherent in the Ear-Rune (Death) and the Cweorth-Rune (Transformation & Resurrection). The 'Hanged God' becomes the 'Crowned and Conquering Son ('Sun'). Krist becomes the 'Sun of Man' - Woden becomes 'Wid-Ar'. One of the various meanings associated with 'wid' is 'widow', which means 'loss'; this is the hidden meaning within the name 'Wid-Ar' who is the 'Lost Sun' or 'Hidden Sun'.

It is essential that we seek to awaken those within our Folk who hear the *Call of the Blood*, for in doing so the way is prepared for the future Avatar who will appear in the Age of Aquarius. It is quite possible that the idea of the *Age of Ing* is such that it now represents the 'Age of Heroes' which would be a transition period between the Age of Pisces and the Age of Aquarius, lying in neither one nor the other, and yet lying in both of them. This is the 'conception period' of the Age of Aquarius. Since time is today shortened (truncated) we have no idea how long this will last.

That the English Folk are not 'awakening' as fast as some would like it is simply because the time of the Last Avatar has not yet come...this will be in the future at the 'Day-Break' of Aquarius. And we cannot tell when this will be. This does create a problem in that some people await such a time thinking that it will just 'happen', and thus they do not need to do anything. This is a great mistake, because what we do today will ensure that the Last Avatar will appear and bring an end to the Reign of Evil & Darkness. It is our words, our deeds and acts that will ensure that this comes about - this is our Divine Mission.

The 'Guiding Light' for this future awakening is the Black Sun of the Ancients - the *Light of Thule*. This shines without and within, it is the 'Inner Light' that guides and guards us in our Divine Destiny, cast into the Web of Wyrd by the Three Sisters of Wyrd. The Hale-Bopp Comet (Bab-Komet) was sent by Wyrd to awaken

us to our Divine Destiny; this is a pointer to the way that the web of fate is being woven for us. This was the Eight-Legged Horse (Sleipnir) that rides at the dawn-time of the Age of Aquarius, heralding this New Age.

8-8-8 Crop Circle

The date of this crop-formation was the 8th August 2015 (8-8-8) and the symbolism has here changed in that the four 'dots' and curves around these 'dots' makes up the Sacred Number 8 again. The 'dots' represent the Four Beasts of the Apocalypse - Lion-Man-Eagle-Bull - which form the turning of the *Precession of the Equinoxes* from Pisces to Aquarius. This is also the 'Squaring of the Circle'. The 'extra' outer ring shows four 'rays' being refracted through the first inner ring, thus hinting that the Black Sun (dormant) is beginning to throw out energies into the Cosmos. These are the Central Black Sun and the Inner-Earth Black Sun becoming more active, thus awakening the Inner Black Sun within the Ar-Man. These 'rays' form a Fylfot-Swastika, part of the three that make up the Black Sun symbol. Spiritual Forces are awakening again through the Power of the Black Sun.

Cygnus the Swan

Cygnus the Swan is the pointer to the Black Hole at the centre of the Milky Way Galaxy. This is symbolised in the South Saxon Mark by the *Long Man of Wilmington*, whereas the Herne Giant in Dorset represents the winter aspect as Orion the Hunter. The shape of the Cweorth-Rune is that of Cygnus the Swan; its meaning of 'Sword' connects to SWAR and to the Sun. From this area of the Milky Way Galaxy are emitted very powerful energy-rays that affect the Earth at this time. These energies will awaken the 'Elect' - the 'Heirs' - the 'Ar-Man'.

Fu-Ur-Th & The Golden Age

Feoh is a rune connected to 'gold' but in the sense of the 'Solar Knowledge' contained in the English children's tale of *Jack and the Beanstalk.* But there may

be even more to this than 'Solar Knowledge' or 'Solar Wisdom' because of a connection to the fabled 'Golden Age' through the symbolism of this 'gold'. This is inherent in the 'Art Royal' or 'Alchemy' where the symbolism of 'gold' refers to a new 'Golden Age' brought into being through the transformation of Lead into Gold.

There is an ***IE Root *per*** and a ***Ger Root *fer*** which mean 'first', 'foremost' or 'in front of'; there is also an ***IE Root *prei-/*prai-*** from which we get the ***IE Root *preis-mo-*** meaning 'primal', 'primeval', or 'primordial'. The *Latin primus* means 'first' or 'foremost' and leads to *princips* which means 'he who takes first place', 'leader', 'chief' and also 'emperor'. This gives us the word *prince*. It must strike us immediately that both Feoh and Ur mean 'primal', or 'first'. They have to be connected to each other in some way, or perhaps in many ways.

Gold - First Time - Primal Age - Ruler of the Golden Age. This 'First Time', as I have shown before is the ***Ar Var Alda*** which is usually seen as meaning 'in olden times' but which has a much more specific meaning. I have a suggestion here to what the meaning of this is, since it occurs in the Lay of Helgi Hundingsbane, a figure who appears at the change of world-age into what would most likely be the Warg-Age or Kali Yuge. His tale, unlike that of Scef-Ing, does not seem to refer to the ending of the Golden Age, but to a later time when war is kindled, though after a period of peace it would seem. We know that at the end of a world-age there is a period of chaos, and at the end of a Cycle of the Ages a period of dissolution. It may also be so that there is a kind of 'gap' through which the original 'First Time' gets through, whence the *Heroic Archetype* can get through into the physical world, hence the use of the term ***Ar Var Alda***. Maybe.

Anyway, there is also an ***OE fah/fag*** which means 'radiant' or 'bright' and with the meaning 'gold' again suggests the Sun. This is emphasised by the ***OE feorh*** meaning 'life', 'soul' or 'spirit', again suggesting the Sun. A ***Ger Root *fer-*** and ***IE Root *per-*** mean 'to lead' or 'to pass over', the latter suggesting a 'bridge' (between the worlds). The highest religious position in the Roman Empire was a *Pontifex* which is a word meaning 'a bridge' or 'a crossing over'. Here we have the idea of the 'ruler' or the 'emperor'.

The 'Ruler of the Golden Age' according to Roman Mythology was Saturn; to the Greeks he was Kronos, to the Germanic Folk, Crodo or Hrodo, and to the English Folk, Sataer or Sataera. Another connection to the Golden Age is the god called Uranus whose name can be rendered -

Ur - Primal.

An - Breath (Geist or Spirit).

Us - To shine, To burn.

Again, the name suggests the Sun or here 'The Primal Sun'. The Age of Aquarius is supposed to be ruled over, we are told, by Uranus, but this seems to have been Saturn originally. But, as I have mentioned before, Saturn and Saeter are both 'agricultural gods' which does not fit at all with the 'Golden Age'. Indeed, they link more to Scef-Ing in the sense of the mythical figure who appears at the end of the Golden Age to bring Fire and Agriculture to the Folk in the North. It should also be mentioned that Frodi (Ingui-Frea) was also linked to a Golden Age. I am going to leave this theme for now because it can seem very mixed up. In regard to Ingus and the 'Golden Age', since the word 'Frea' or 'Frey' can also be rooted in the meaning 'primal' or 'primordial' then the name Ingui-Frey would be 'Ingui the Primal'.

We move on now to the second rune of the First AEttir - the Ur-Rune. This is another rune meaning 'primal' and another rune connected to the 'cattle' of the first one, Feoh. But this time the Aurochs, Ur-Ox or 'Primal Ox'. Again, if we use the link to 'gold' there emerges yet another Solar Image; this is further emphasised when we consider *aur* to mean 'gold'. But we are also connecting once again to the 'Golden Age'. We are also back to the ***Ar Var Alda*** which can thus be ***Ur Var Alda***, but where ***AR*** can be the *Black Sun* which was originally the 'Golden Sun of the Golden Age'. ***AR*** and ***UR*** can mean the same, and this could refer to the 'Black Sun'.

Now, there does seem to be a hidden message here that hints of a link between the 'Black Sun' and a 'Black Hole'. The *Icelandic Rune Poem* has the different meaning of 'drizzle' which seems out of place somehow, certainly nothing to do with the meaning 'primal'. There is a Sanskrit word *uksh* clearly connected here to 'oxen' and this means 'to sprinkle' reminding us of this 'drizzle'. Of course, all of this is symbolic and refers to the realm of *Niflheim* or 'Mist-Home'; but it can also refer to the *nebula* since *nif* and *neb* are mere variations of the same root-words. A nebula is the name given to gas and dust ('drizzle') given off by a collapsing star, and a 'collapsing star' later forms a ***Black Hole***.

There is an ***IE Root *er-*** which gives us words such as 'origin' and 'original', but the root-meaning is 'to move' and 'to set into motion'. This gives rise to the name *Irmin* or *Ermin* as well as to the *Irminsul.* The ***Aryan Root *ar-*** means 'movement' or 'to plough' and gives rise to the name *Arya* or *Aryan.* But the root also seems to embody the sense of the most ancient *Hyperborean Race* whose genes were passed into the *Aryan Race*, but 'hidden' in the sense of being something passed from generation to generation until the time was right that this would become active once more at the end of a Cycle of the Ages.

The Ur-Rune in its Ur-Glyphic form is an 'upturned V' which is a symbol of the World Mountain - the Midnight Mountain in the North. Above the Midnight Mountain shines the Black Sun. It is not too well known that the word *boreas* meant originally 'mountain'; thus *Hyperborea* would refer to the Midnight Mountain. In fact, the ***IE Root *G(w)era-*** refers to the Hyperboreans, and means 'mountain'; the fact that etymological dictionaries refer to the 'mountains of Thrace' being north of Greece is a later misunderstanding of the Midnight Mountain in the Far North. There can thus be links to ***B-ur-i*** and ***B-or*** who would be connected to the Midnight Mountain. ***(*)***

There is also a ***Ger Root *ar-/*or*** which means 'to be' or 'to exist' and this seems linked to the idea of *Being* which is the term used of the Golden Age by Julius Evola. In relation to the name 'Saturn' the Golden Age in Vedic Lore is named *Satya Yuga*, where *sat* means 'being'. Thus, the original name 'Saturn' may well have referred to the concept of 'Being'.

We must now turn to the third rune of the First AEttir - the Thurn-Rune or Thurs-Rune. The *Icelandic Rune Poem* equates this rune with *Saturn* and also to the *Ruler of the Legal Assembly* or *Ruler of the Thing.* These can be related to the god Thunor, whose rune this is, but also to the god Tir who is associated with Truth, Justice and Order. But here we can also see a subtle link with Uranus, the Varuna of the Vedas; he is also an ancient god of Order, Balance and Truth.

The *Thurs-Rune* is not just the harmony and balance created by Thunor, but also the 'seeds' of the disharmony and unbalance of the *Thurs* and the *Dark Joten.* We should recall that the 'Giants' steal the Solar Wisdom ('gold' or 'cattle') from the Gods or Arya. But the Thorn-Rune is also the 'Rune of Third', the Divine Hero who regains the 'cattle' stolen from the Arya, just as Jack regains the 'gold' stolen from his father. Feoh and Ur contain the *Divine Wisdom* or *Solar Knowledge* of the lost Golden Age, and Thorn is the rune connected to regaining this knowledge when it is 'stolen' by the 'Giants'.

What we do have here in the sequence Fe-Ur-Th are links to the fabled Golden Age, the 'Black Sun' of this ancient era, the Hyperborean Race of the 'Shining Ones' that seem linked to the Feoh-Rune, the 'Black Hole' at the centre of the Milky Way Galaxy, and Saturn-Saeter, Ruler of the Golden Age. Each of these runes moulds its meaning into the next rune, each one relating to the other, and each one being related to the same theme - the Golden Age of Being. In fact this sequence seems to be continued through Os-Rad-Ken-Gyfu-Wyn, all of which could be related in some way to the Golden Age of Perfection.

Os - Ruler of the Golden Age.

Rad - Right Order, Truth, Rita.

Ken **-** Knowledge, Wisdom, Enlightenment, Kinship and Fellowship.

Gyfu **-** Exchange, harmonious working of giving and taking.

Wyn **-** Fellowship, Joy, Harmony, Blessedness.

One of the things that could bring light to the problem of Saturn and the Golden Age is the Roman festival called 'Saturnalia'. This happens around the Yuletide period of the year which is the time of death-to-rebirth' and also of the 'Ride of the Wild Hunt'. Since the essence of this festival is one of everything being turned upon its head then this fits with the era in which we are living through today. This is the time of dissolution and of chaos. It is thus possible that the idea of 'Saturn' and the 'Golden Age' may be that of this god overthrowing his father Uranus who was the 'God of the Golden Age'. Uranus is 'castrated' by his son, Kronos, meaning that he is unable to procreate and thus becomes unable to rule creatively. Since the name 'Chronos' is associated with 'time' this is something that would have come into existence at the end of the Golden Age.

In Norse Sagas there is a tale about the World Mill churning out gold; it is greed that creates a situation in which the maidens who turn the mill unhinge it and create a catastrophe. It thus seems possible that some form of disharmony entered at the end of the Golden Age which caused its downfall. The 'World Mill' is linked to the *Precession of the Equinoxes* and the 'wobble' of the Earth due to its being 23 1/3 degrees off its true axis. The idea of the World Mill being 'unhinged' seems to suggest some form of cataclysm that threw the Earth off its true axis. We have also the theme that the Dark Sorceress named Gullveig appeared amongst the Gods, and her name means 'Gold-Lust' I am led to believe. She appears in Middle-Earth as 'Heid the Seeress', though the name 'Heid' was used frequently for such figures, not all as dark and destructive. If Viktor Rydberg is right then Loki eats her half-burned heart and thus takes on this female form of evil as an androgynous figure of male-female evil. It would seem that the dominant theme of the end of the Golden Age centres around the corrupted use of 'gold' in some way.

If we look to Central and South America we find that such cultures as the Inkas created vast amounts of symbolic and religious objects out of gold; not for the wealth of the gold but as symbolic and religious 'divine' objects. Of course, some of the Christians who later came onto the scene did not quite see these in the same light, so here we can see how the same objects are seen differently according to the thoughts of different peoples. Like our own Germanic Culture,

gold was originally 'wealth' but thought of in far different terms than the later 'greed for gold' that replaced that of honour and loyalty. So far down the road to insanity has this world gone that today 'wealth' is centred around the 'Electronic Fund Transfer System' where nothing is transferred from one person to the next. Everything is merely on paper (or today a screen) and the whole thing is an illusion where no actual wealth exists - only credit. Whereas gold and wealth were the bind between the King and his Warriors, the King and his Folk, it became a means to control the people; today there is no 'gold' in circulation, only 'credit', and the use of a 'Credit Number' will be the means of total control over the world. Both the Norwegian Rune Poem and the Icelandic Rune Poem warn that *'Wealth causes kinsman's strife'* and this became truer and truer over the ages until today we see the pinnacle of the problem of 'gold' and 'wealth' in their material form. The symbol of gold in a *spiritual* sense is far different. We are living through the polar-opposite of the Golden Age that has gone, and the Golden Age that is coming.

Saturn is seen as 'Old Father Time' and as I have stated before this suggests that the 'imprisonment' or 'enslaving' of Saturn- Kronos is seen in the replacement of Cyclic Time by Linear Time. The Widdershins Fylfot is thus the means to counter the movement of linear time towards death and decay; it is used by the *Men Against Time* who do not fit into this decaying, rotting and dying world and the Old Order, and who are the heirs to the New Order and the New Race of Man to come.

As symbolic of Baldaeg-in-Odainsacre this is also symbolic of the *Black Sun* which is the power that courses through the Blood of the Arya, or rather the heirs to the Arya, those 'solitaries' who remain true to their Gods, their Ancestors, to All-Father and to Truth and Justice. This symbol is 'not of this world' because it comes from another world but it has infinite power in this world of matter.

According to Miguel Serrano we have entered the 'Lead Age' which is one of tremendous upheavals and terrors at the end of the Warg-Age or Kali Yuga. This is thus associated with Saturn-Satan; it is the transmutation of Lead (Saturn) into Gold (The Sun) that will usher in the new Golden Age. Since World War II saw the 'Ride of the Wild Hunt' at the 'Yuletide' of the Great Year Cycle, then this downward movement is to be expected. The result of this disastrous world war was not a 'victory' for anyone since it merely resulted in the situation getting far worse than it had been - the world was thrust into disorder, chaos and dissolution. After the Yuletide the 'winter' sets in and this is the coldest, harshest and worst time of the year. We are now in the 'Great Winter' of this cycle, but all we can hope for is that 'time' as we know it has been speeding up, which means this era will last much shorter than it normally would. Only the most hardy and strong within Nature live through the winter months. This is the time for the 'Survival of the Fittest'.

As stated in earlier blogs it is 'Mercury' (Woden) and 'Sulphur' (Ingus) that hold the key to the transmutation of Lead (Saturn) into Gold (The Sun). This process runs hand-in-hand with that of the 'Philosopher's Stone' which is the key to ***Immortality*** and to the creation of the God-Man or 'Coming Race'. The new 'Golden Age' requires a new 'Golden Race' - the *Sun-Man* or *Solar Race*. This is more of a 'recreation' than a 'creation' but in the process, due to the 'ego' being developed within man, the new 'Golden Race' will not be the innocent and childlike race of the former Golden Age, but an 'adult' and 'mature' race with self-consciousness and thus the ability to create at will.

(*) *There is also a subtle link to the Beorc-Rune here; when turned upon its 'back' this becomes a symbol of 'mountains', maybe linked to the Germanic* ***berg*** *or* ***burg***. *The rune, despite numerous attempts to connect this to other trees than the 'birch', would be pronounced 'beorch' and thus clearly means the 'birch-tree'. This is the first tree that appears after a forest fire or when swathes of trees are cut down during the 'management' process used by such eminent governmental departments as the 'Forestry Commission'. This is thus the 'Tree of Rebirth and Renewal', and is symbolic of rebirth and renewal. Opened up it is the Peorth-Rune, Rune of Birth.*

Ing - The Fire-Serpent

This post was sparked off (excuse the pun) by looking at a YouTube video by *Volkisch Grimm* whose videos on Germanic Lore are to be recommended to all Folkish Wodenists. The video concerned the difference between *Ing* and *Inguna-Frey*, these, according to the video, being different gods. This topic has always been quite puzzling to me because of the nature of Ingvi-Frey as a Waene, and Ing as a God of Fire. The video suggested that Ing is the *God of Spiritual Fire* and thus linked to *Kundalini* and *Agni*, both themes I have taken up myself in my posts. The suggestion here is that Ing is the 'Spiritual Fire' and Inguna-Frey is the 'Master ('Lord') of the Spiritual Fire'. This is the same theme as Wod (The Wod-Force) and Wod-an (Master of the Wod-Force). This could have a ring of truth in it.

The problem here lies in that Ing, in the Old English Rune-Poem, is clearly a figure who moves over the seas in a wagon (waen), and we know that he is connected to 'Cuthman' through the legends around the 'White Stone of Ing'. He is here seen as a human figure, and the Divine Ancestor of the English. The English derive their name from this figure, as do the Inglinga, the Royal Lines of Sweden and Norway. The name of this land is 'England' named after the god Ingus. Like the god Woden we have both a god and a human figure named the same - some feel this is a Christian method of stopping the old beliefs in the gods. However, we should not dismiss the fact that some gods do incarnate in human form at certain times of the Cosmic Cycle.

The link between Ing and Fire can be found in the White Stone of Ing and the three runes Gyfu - Ken - Ing where the Ken-Rune represents 'Fire' and the 'Serpent-Fire'. The 'Gift of Ing' is *Fire*, and we know that the stone was once called by the name *Firestone.* Thus, Ing represents the *Kundalini* or *Fire-Serpent* and the *Inga-Fire.* Ing represents the 'Divine Spark' within Aryan Man, the 'Inner-Fire' that has to be awakened through spiritual discipline.

The roots of the name *Ingus* are related to -

- The groin area of the body, and thus the seat of the Fire-Serpent and of Fertility (Ingwe-Frey).
- The Serpent - The Fire-Serpent (Ing).

The English Language has lost some of its original form through time, and such original letters as *th* and *ng* are now represented by the letters that make up the

original forms - t & h and n & g. This is related to the *Archetypal Myth* of the 'Broken Sword' -

- The Sword in the Oak-Tree is the *Nyd-Rune* which is associated with need, necessity and even 'death'. It is also the 'Broken I' or 'Broken Ego' through the glyph of the rune itself. Once removed the glyph becomes the Is-Rune representing the 'I' made whole again. The Sword is placed in the Oak-Tree by Woden and pulled out by Sigmund.
- As Runebinder has pointed out the Cweorth-Rune looks like a 'Broken Sword' (he had this in a dream/meditation). This is a Rune of Fire, of the Ritual Fire, thus associated with the Vedic God Agni.
- The two sections of the original letter *ng* are 'n' and 'g' - Nyd and Gyfu. The Ing-Rune in the *Ar-Kan Runes* is made up of a Double-'G'. It may also be relevant, as Troy Southgate pointed out, that the 'cross' on the White Stone of Ing may be a Nyd-Rune, though this has as yet never been taken further, as it perhaps should be.

We thus have the Sword taken from the Oak-Tree, an act that only the 'Once and Future King' can do, broken by the Spear of Woden, and then reforged and wielded by the Son of Sigmund - Sigurd the Wolsunga. This is all done through the Royal Line of the Wolsungas from which line the 'Once and Future King' incarnates. The 'Broken Sword' is the 'Broken S-Word' or 'Sun-Word', or even 'Sun-Wyrd'. Clearly the reforged 'S-Word' is the 'reforged' letter *ng* through which the Spiritual Fire is awakened.

Interestingly, the name given to 'fire' by the Waene-Gods is *'wagon' (waen)* which links to the Old English Rune-Poem. Thus, if we substitute the word *waen* with

fire we do have a link within the rune-poem through *waen-fire-Ing*. But there is yet another hidden link (brought to light through another video by *Volkisch Grimm*) and that is the term used for 'sea' in the same rune-poem - *waves*. The term 'waves', according to this video, is used by the Waene for 'sea'. Within the Old English Rune-Poem under the Ing-Rune we have both 'fire' and 'wind' (wind creates waves), associations with Ing and the Waene (Ingwe-Frey).

It is also interesting to note that the runes on the White Stone of Ing are carved into the central 'column' which may represent the Spinal Column, the *Mount Me-Ru* through which the Serpent-Fire rises along when awakened. Below these are two 'legs' with two 'arms' above it (whether as it is or the stone turned the other way round). As stated before there are two variations of the fire-essence - *gn (A-gn-i)* and *ng (I-ng-a)* which make the Agni-Inga Fire. Just a by-thought here, but the Ken-Rune/Nyd-Rune can be seen as *kn* which is the base of '***kn****owledge*' whilst the *gn* form gives the classical root of ***gn****osis*. The *Knowledge of Fire* is hinted at here.

This reveals a further secret on the *Sutton Hoo Mask* which we have already shown has the following symbolism -

- The *Serpent* running from the back of the head, over the crown of the head, ending at the Third Eye or Pineal Gland.
- At the point of the Third Eye the *Serpent* meets a Swan/Eagle/Winged Serpent (Saxon Irminsul) which is also the *Ond-Weg* or 'Way of the Vital

Breath', the key to awakening the Fire-Serpent through the Rhythmic Breath.

- At the ends of the wings are Boar's Heads linking the whole theme to that of Ingwe-Frey and the Waene-Gods. What is it that 'awakens' any form of fire - ***Wind*** or the movement of air. Fire needs an element of stillness to light it, but to 'fan' the flames it needs the movement of air. At least, fire needs AIR, but to burn brightly and more fierce it needs the MOVEMENT OF AIR. This applies to the *Fire-Serpent.*
- On the subject of 'The Once and Future King' and his spiritual lineage from the Wolsunga Tribe the Sutton Hoo Mask could be that of Raedwald, King of the Wuffingas or Wulfingas, an offshoot of the Wolsunga Tribe. As Sigurd the Wolsunga is the Son of Sigmund the Wolsunga, Helgi the Wulfinga is the Son of Sigmund the Wolsunga. This is the ***Graal Lineage of Waels*** as recorded by Wolfram von Eschenbach.

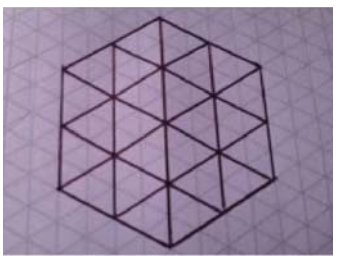
The connection between Ing and Bootes I have made before; Bootes can be seen at certain times of the year as an alternative Ing-Rune, at the bottom of the upright stave being Arcturus - the 'Once and Future King'.

Bootes

Arcturus

The above photo was taken some years ago at ***Wayland's Smithy*** which is one of our most Sacred Ancient Sites. In the photo we see the manifestation of 'Fire' around the English Cross Flag and the White Dragon Banner.

The above photo taken on the same occasion shows once more the manifestation of *Fire*. It does seem to be the case that modern digital cameras seem to pick up images not shown on either older cameras or seen by the naked eye. This may be down to the advanced spectrum of light that these modern cameras have; but perhaps also connected to an Electro-Magnetic Force (EMF) that is present. Modern 'psychics' seem to think that it this EMF that is necessary for spirits to appear; there may well be some truth in this since these ancient sites may have been sited and built to enhance this EMF and thus allow communication with the Gods and Ancestors. This EMF, represented by the god Thunor, is the force that holds atoms together, and thus the force that is needed for physical manifestation. If the vibrations of this force are altered then the form is altered, thus the differences between the material and spiritual worlds which is merely a difference in vibrations. This is where the use of *crystals* comes in, and it is known that the Pineal Gland is made up of *crystals*. This also links to the use of the *Armanen Runes* and the *Krist-All*.



The above shows the *Nine Glory-Twigs* held within the Hexagonal Crystal (Krist-All), thus showing how the 33 Ar-Kan Runes are being developed from the Armanen Runes in a specifically English form suited to the English Folk. The whole thing, if drawn within a circle formed from the central point, becomes the *'Cube in the Circle'* or the *'Circle Squared'.* Like the Armanen Runes the core of this is the Haegl-Rune - Rune of Wholeness. The Gar-Rune (Spear of Woden - Cosmic Axis) is also at the core of this Mother-Rune.

The Haegl-Rune is also the 'seed' and the 'Seed of Life'; it is the 'cold grain' or 'cold corn' and the 'snowflake' which represents the 'seed' from which all things grow. It is the wind that moves the seed (usually, or the birds, though the same symbolism applies since they fly through the air) to the spot where they will grow, and most often this does not seem random at all. Plants and trees seem to flourish when they grow at certain places and with certain other plants or trees. Another video by *Volkisch Grimm* connects Freya to the 'seed' and Ingwe-Frey to the 'sperm', hence their relationship as Sister-Brother and Wife-Husband. Ingwe-Frey is connected to 'fire' and thus to 'expansion' in relation to the Solar-Phallic symbolism attached to this god.

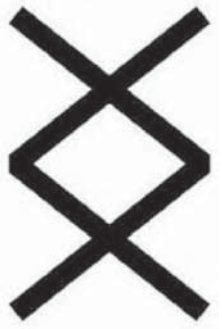
The symbolism of *Fire* is central to the Aryan Mythos since the name itself 'Ar-yan' can be rendered in Germanic terms as 'Ar-Kan' - the 'Movement of Fire'. Fire forms the central point of any ritual, it used to form the central point of any home (until 'central heating' negated this symbolism), and the fireside was called the 'inglenook' named after the God of Fire. It is likely that the most ancient *Serpent-Cults* were of the Waene-Gods. Ingus seems to be connected to the ancient Sacral Kingship, kingship being associated with Fire.

The word *kundalini* is connected to our Kan-Rune and means 'coiled'; the 'winged, coiled serpent' is the *dragon,* a word meaning *dra* = 'to turn' (connected to the Number 3) and *gon* (*kan*) meaning here 'fire'; the 'Fire-Turner'. The Number 3 is the 3 1/2 coils of the unawakened Fire-Serpent. The prefix 'kunda'/'kundal' is also related to our 'kindle' and 'candle', and thus to 'fire'.

The *Waen* (Great Bear/Plough/Big Dipper) can be seen as the 'Chariot of Ing', since it is Bootes who is the 'Driver of the Waen'. The chariot is connected to the Waene-Gods; it is noticeable that chariots were used widely here in Britain before and during the Roman times, as well as in Aryan India. Freya's chariot is pulled by Cats, that of Frey by a Boar, and that of Thunor by Goats; the Great Bear has also been seen as 'Woden's Waen' - the waen or wagon is a chariot. We have also the account of the wagon used by the Goddess Nerthus to take her to the Sacred Grove. These seem to be associated with the Waene-Gods.

The links between the dormant Fire-Serpent and the dormant Pineal Gland are quite obvious; the Pine-al Gland is named after the Pine Cone and the two symbols - Pine Cone and Fire-Serpent(s) - can be found in the symbol below -

The central column is a 'torch' but topped with the Pine-Cone; the Ken-Rune is the 'Pine-Torch' connected to this symbolism. The 'Twin Serpents' are symbolic of the Ing-Rune as shown below -



This is the *Kan-Fusion* version that represents Ing - Fire; when turned sideways it becomes the *Ur-Fusion* which is a fertility symbol representing Ingwe-Frey as the 'Master of the Spiritual Fire'. Freya is also connected to Fire through having the Brosingamen Necklace, the 'Necklace of Fire'. This seems to be connected to the

Hvarena ('Glory of Light') of Iranian Lore; this was held by the goddess Ardvi Sura Anahita and was the 'Glory' that came from Ahura Mazda for the 'Aryan Nations'. This is the Light and Fire of Kingship, the Spiritual Fire of Agni-Inga.

Runes, Postures & The Vril

I have mentioned before how the most ancient *Empires of Light* are closely connected to the Germanic Folk; it would also seem that the Germanic Runes are symbols of certain ancient stances/postures, most of which can be found in the areas where these *Empires of Light* were created.

Here we see Ahura Mazda (Iranian) holding the runic stance ***OS***; this seems to be symbolic fo the High God. Here he is shown holding a *Ring of Power*, but in other versions, and that of the god Ashur, we find the figure holding a *Ring of Power* and *Rod of Authority/Justice*. The symbolism here is of the *Winged Globe*.

Here we see Ea, a Sumerian God, in the ***AC*** stance; he holds the 'pail' which I have mentioned in other posts.

Again, this is the god Enki, again shown in the ***AC*** stance.

This the the goddess Taimat, again shown in the ***AC*** stance.

Above is the Sumerian Goddess Inanna, whose name is so close to the Norse Nanna as to be obviously linked. She stands upon Two Cats with Two Owls beside her, and hold the ***CWEORTH*** stance. She holds a Rod and Ring in her left hand.

One thing that stands out clearly here is that every one of these stances can be found only in the English Rune-Row. None of the above rune-shapes can be found in the Elder Futhark.

I have shown in previous posts how the Peorth-Rune is a stance used by players of *Taefl*. This one does appear in the Elder Futhark. It would seem that the playing of Taefl is a kind of 'portal' or 'gateway' to the 'Game of the Gods'. You can see from below that the player on the right holds a Drinking Horn, which suggests that what they are doing is no mundane 'game' but is a Sacred Ritual where the 'Game of the Gods' is played. This again suggests that the players are 'possessed' by a god-force, thus moving the pieces through the Will of Woden.

The Cweorth-Stance can be found in the various 'Dancing Warriors' from Scandinavia and here in England. This is the stance found in the Long Man of Wilmington and the Cerne Giant. It can also be found in the figure of Shiva.

In regard to the Os-Rune and the stances connected to this rune, this seems to justify the difference given to this rune and its counterpart in the Elder Furthark. The Woden Initiates here in England replaced the AEsc-Rune with the Os-Rune, because this is the Rune of Woden, the Rune of Kingship. This seems clear when we recognise the symbols associated with this rune-stance, the Rod and the Ring. The ring is the *Ring of Power* which Woden possesses - Draupnir - and the rod is the *Rod of Rulership* since in some depictions of this stance the rod is marked like a 'ruler'. The ***IE Root *reg-*** means 'to move in a straight line', hence why the ruler is linked to a 'ruler'; he is the one who is responsible for the Sacred Measurement of the Land. 'To move in a straight line' also hints at his ability to move into other worlds, especially the Ancestral Worlds.

The term ***Os*** or ***As*** refers to a god, to a divine being; it is also connected to the idea of the *Sacred Centre* or *World Pillar.* This is why the gods live in ***As-Gard*** which is the 'As-Yard' or 'Yard of the AEsir-Gods'.

The AEsc-Rune was then placed in the Fourth AEttir as the *Rune of the Ancestors*, or the *Rune of the First Man/Primal Ancestor* (Askr). Bede used the term *AEscingas* for the line of Hengest and Horsa, whereas the usual form is *Oiskingas*. Maybe he was not wrong at all over this since the two names are merely variations of each other. Since Woden is the 'Divine Ancestor' of our Folk he is given the title *Oski/Osci* or *AEsc.* The two runes are thus interconnected and one must be studied in the light of the other.

The Os-Rune

This rune can also represent a 'banner' or 'flag' flying in the wind; the banner/flag is a symbol which actually represents the tribe/clan - which is the tribe/clan. This is why it is held next to the king, and guarded with the life of its bearer and guardians. It is a *Sacred Symbol*.

Another interesting symbolism lies in the *Vril Symbol* of the *Vril Society* which is said to have existed in Germany before World War II. The symbol, as I have said before, can be seen in the light of a Chinese figure called 'Monkey holding the Peach', a clear symbolism of the Fruit of Immortality. But when we analyse this symbolism we find three clear points -

- The left side is *black* which suggests the Dark Age that we are living through today; it could also suggest the *Black Sun* which is the 'Hidden Sun' today.
- The glyph has been said to be a 'Lightning-Bolt' which is hurled into the darkness; this 'Lightning-Bolt' is set between the black and the violet, but with the lower 'arm' in the purple only.
- The violet section seems to hint at the *Black Sun* which is often said to give off a violet light.

In *The Lost World of Agharti* by Alec Maclellan we find what he says is a description of *Vril-Power* held in secret documents which 'once belonged to initiates of the German Vril Society'. In fact, this also appears in an earlier work by Robert Charroux. Whatever the source of this, I feel that this matters less than the actual details - judge for yourselves.

The Scientific Way -

- Chemically isolate the particles of Proton A1 which are contained in lead.
- These must be 'captured in the photonic magnetism of Saturn or else in lava which has issued from an active volcano.
- Under the effect of the radiations obtained from the process, 'the male sex glands activate all the *Korlos* and confirm the ego in its physical centre of gravity'.
- Vril-Power is thus activated.

That is just about as 'clear as mud' as you can get! But, there are certain points here that give clues to the meaning of this -

- Lead - the Metal of Saturn.
- 'Magnetism of Saturn' - the 'lava', when seen in the light of the next section on the 'male sex glands' could well be symbolic of the male ejaculation.
- Seems the whole thing was based upon some form of Sex-Magic Ritual that awakens the Vril-Force.

The Mystic Way -

- Performed before a *mandala* of Shambhalla, as the world-centre of Agharti.
- The adept should be 'bathed in a violet-coloured light made by an Amethyst, with the sound-vibrations of the Letter K endlessly repeated'.
- The power can be more easily obtained if the Sign of Saturn is present as well as the Egyptian *Ankh.*
- During the ritual the adept will 'effect a symbolic regression of life', after which the Vril-Power will be readily available.

Once again this is far from clear, but Occult Adepts always have to put down these secrets in code so that non-initiates cannot use them and abuse their powers. The 'violet-coloured light made by an amethyst' ***(*)*** is the colour of the *Vril-Symbol* but it seems that the amethyst is used as a vibratory-power to stimulate the Third Eye. Add to this the 'Letter K' which may well represent the Ken-Rune, Rune of the Fire-Serpent, and it is clear that this technique uses *sound vibrations* that include rune-gealdor. Again, the 'Sign of Saturn' is used here suggesting some form of alchemical transformation from 'Lead' to 'Gold'.

(*) *The key to these mysteries lies in the name 'amethyst' which is not an arbitrary name, but one obviously related to its vibrational properties. It stems from the* ***IE Root *medhu-*** *which means 'honey', or in particular 'mead' as the word itself suggests. It would seem quite obvious that the mead that we drink is but a pale symbolism of a much deeper and profound concept, and that is the 'honey-taste' that has been linked to yogis who put their tongue to the back of the throat after intense meditation, thus 'collecting' this. It would appear that this may be linked to the secretion of DMT which is a mind-altering chemical whose make-up is similar to serotonin and melatonin which is produced from the Pineal Gland. This is the reason why in later times, when these psychic powers were lost in our Folk, certain mind-altering herbs were used as a substitute for these lost powers. Certain people who have a better ability to achieve higher states of consciousness can do so without these drugs.*

The similarity between the *Vril-Symbol* and the *Peorth-Rune* is very noticeable, and the meaning of a 'portal' or 'gateway' must again be significant -

In one of his writings the infamous Aleister Crowley mentioned a parchment found on his person having the form VRIHL on it. He suggested that the meaning given to this was a psycho-sexual method by which communication with 'extra-terrestrial powers' could be made. Of course, if we use the term 'extra-dimensional powers' this makes more sense. But here the links come together again -

- Psycho-Sexual Magical Workings.
- Vril-Vrihl.
- The Third Eye/Pineal Gland.

- Communication between Man and the Gods or Ancestors.

Of course, the term 'Vril' most likely stems from 'virile' which suggests a male-orientated force. The term *vira* comes from this, usually meaning 'man', but in particular a 'hero'. Looking at the Peorth-Rune Stance again, used at the Taefl-Board, the drinking-horn would link to 'mead' and thus suggests that the game itself was used as a form of intense concentration producing altered states of consciousness. As I have stated before, many modern versions of Taefl are a game where the participants have to use their own ability to make the moves; in eld-times the game was played with dice and thus 'chance' was the major factor.

One of the keys to these mysteries is the violet-purple light emitted from the amethyst. These mysteries are also held in the Gar-Rune and the Graal-Runes of the Ar-Kan Runes.

The male-female ILU-Forces join together in the figure of Baphomet and as shown here are associated with Venus and the Black Sun (the eight-pointed stars shown at the base and crown). This produces the ILUHE-Force which is the primal power (Ur-Il = Vril). This is found in the *Ilu-Ishtar* texts where these are clearly associated with Ishtar-Eostra - Venus.

ALU-ULA - *The GAR-IL (Male Force) moves downwards from the ANSUZ-CENTRE (Odroerir) along the Serpent Column, through the LAGU-CENTRE (Son), down to the URUZ-CENTRE (Bodn) where the Sleeping-Goddess lies under her White Wolf-*

Skin. Through the Power of the Black Sun the Sleeping-Goddess (ILUA) is awoken and she arises from the URUZ-CENTRE (Bodn), moves upwards along the Serpent-Column, through the LAGU-CENTRE (Son), and thus to the ANSUZ-CENTRE (Odroerir) where the 'Eye of Woden' is awoken as the Woden Initiate is 'bathed in a sea of ultra-violet/purple rays'.

Hope - Secret of the Runes

This runs side-by-side with the latest post on the *Inglinga Blog - 'Hope & The Last Avatar'* - but this one looks at it, and enlarges upon the ideas in it, from the *Ar-Kan Runes.* Again, the *Ar-Kan Runes* can tell us much more about our English Lore than many scholars appreciate.

Tir (Tiw) - The Sky-Father.

Beorc - The Birth-Mother (Venus-Moon).

Eh - The Sacred Marriage of the Sky-Father and the Birth-Mother (Earthen-Moder).

Mann - The Aryan Manu, the offspring of the Sacred Marriage. Hope - The 'Mighty One' (Eddas).

Lagu - The 'Waters of Chaos', the 'Waters of Dissolution', the 'Great Flood', and the 'First Flood'. The Birth-Waters in the Womb of the Mother.

Ing - Rune of Ingwe, the Hero-God.

At this point the Edel-Rune and Daeg-Rune are sometimes interchangeable, but no-one knows why. Hamasson pointed out once that the Edel-Rune is the 'Rune of The Hooded Man' due to the shape being of a 'hood'. The rune-stave certainly suggests the *Gift of Ing* (which I believe Freya Aswynn mentioned in one of her books), being an Ing-Rune and Gyfu-Rune bind-rune. The Daeg-Rune, through its name, suggests 'Day' and thus would connect to Dag who wields the Spear of Woden to slay Helgi Hundinsbane (The Second Helgi). Logically, thus, the Edel-Rune should come before the Daeg-Rune.

Edel - The Hooded Man (connected to the last rune, Ing, as the English Folk-Hero and 'Scion of Ing'.

Daeg - 'Day', the 'Day-Break', who wields the Spear of Woden to slay Helgi Hundingsbane (The Hooded Man).

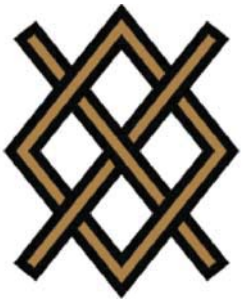
This would now seem to be the true rune-sequence of the *Ar-Kan Runes*, though there is no necessity to change the one we have since this is a 'Hidden Mystery' that stands apart in some way (it has been 'hidden' prior to this). Now the Edel-

Rune is Rune 23 and the Daeg-Rune is Rune 24. (In occult circles the Number 23 is associated with the Dog-Star, Sirius, which has in many Indo-European Myths connections with Venus.)

There is actually a subtle connection here because Robin Hood, at the end of his legend, is said to have been blinded (linked to Woden, of course). This is also true of Orion the Hunter (Herne the Hunter) who was blinded. The Constellation of Orion, as Hamasson pointed out, can be found in the Wolf-Hook Rune. Here we have the connections - Orion-Herne-The Hunter-God-Woden-The Wolf. The Three Stars of Orion (The Belt of Orion or Frigg's Distaff) are the Three Magi or Three Wise Men who look across at the Dog-Star (Wolf-Star), Sirius.

Now, if this new idea is sound then the 24-Runes of the first three AEttir are the 'ending' of this sequence. This stands true of the HelgiH Lays, since the *Lay of Kara* (Helgi the Third) has been 'lost' to us so far (or not written yet). It is thus logical to assume that, in this 'Hidden Mystery', the last Nine Sacred Runes which go beyond the Elder Futhark, are the runes connected to the Last Avatar - The Third Sargon. This is also suggested by the last rune - the Gar-Rune - which is the 'Spear of Woden' and which is the Gar-Il (Spear of Light) or Gar-Al (Spear of God). These also contain the *White Stone* (Calc-Stan) which represents the ever-growing power of the Black Sun, and the transformation of the Black Sun. These last runes - Transcendent Runes - also represent the Road to the Immortals.

That the Edel-Rune and Daeg-Rune are interchangeable thus suggests that the sequence Daeg-Edel may also refer to the 'Day-Break of Aquarius' in which era the 'Racial Homelands' arises once more (in the consciousness, or maybe physically). The two runes can be interchanged to change the meaning of the rune-rows.



The Gar-Rune, as well as being the 'Spear of Woden' can also be seen as the 'Stone of Light (Gar = 'Stone' and Al = 'Light'). This is thus connected to the quote made on the *Inglinga Blog* -

'The Spirit of the Emperor will be kept in this Male Stone, the Gar-Il (Grail). Its female counterpart, Ilua, will be safely hidden in the Holy Mountain of Wotan waiting for the New Age. For this birth the two crystals will be united in the Great Baphomet and flow through a worthy woman.'

Many scholars equate the Irminsul (and thus Irmin) with Woden, and so the Yr-Rune (Yew-Bow) should be seen as the Ur-Irminsul; alternatively the Ur-Glyphic Ur-Rune is the Sacred Mountain, and the above thus the Sacred Mountain of Irmin. This seems to be borne out when we consider that the following runes are all connected to Irmin -

Yr - Ior - Ear - (Cw-eor-th)

The three runes - Yr-Ior-Ear - are all connected to the Five Runes of the Sacrum; the Cweorth-Rune fits only through the 'eor' within it, and is not truly in this sequence.

The Stan-Rune must thus be connected to the 'Grail-Stone' or Gar-Il/Gar-Al. The above version is the *White Stone of Ing.* In an alternative version of the Yr-Rune we find the Gyfu-Rune inside the Ur-Rune. This version may well represent the *Ilua-Stone* (Female Stone) hidden inside the *Mountain of Woden.* The Male Stone would thus be the Gar-Rune which is the 'Gift of Ing'; this is the Male Stone which is connected to the Stan-Rune which is the 'White Stone of Ing'. In this lies the *Spirit of the Emperor.* This is why we find in *Revelation* the idea of a 'White Stone' in which lies the 'new name of God'. We see this borne out in the Stan-Rune above, the Holy White Stone in which lies the 'New Name of God' - Ing.

(At this vital point I can just sense Hamasson wringing his hands in despair - 'He's done it again! I've just published the Rune-Book and he's changed everything!' No need to panic - there need be no changes to the Ar-Kan Runes, these are merely variations. The Ar-Kan Runes remain exactly the same and the order needs no changing. LOL)

Another way that we could look at this is through the Gar-Rune which contains the Gyfu-Rune and Ing-Rune. If the Ing-Rune symbolises the Male-Stone and the Gyfu-Rune symbolises the Female Stone then Baphomet is symbolised by the Gar-Rune where the two crystals are united. This seems quite in line with the images portrayed by Richard Wagner whence Parsifal (The Pure Fool) plunges the

Spear (Spear of Woden) into the Grail (Grail-Cup) which has clear sexual symbolism, whence the 'offspring' is 'The Emperor'.

The Calc-Rune, at one level, represents the Age of Aquarius since it shows the Waters of Life being poured out upon the Earth. The Woden Initiates knew exactly what they were doing when they named this rune, even though the roots are Latin. It not only means 'cup', 'chalice' or 'cauldron' but also 'white' (calx = 'chalk' = 'white stone'). We have to use the Armanen System to see the next mystery, since the above is the Yr-Rune and when joined with the Eolhs-Rune becomes the 'Wending-Horn' or the 'Hagal-Rune' in its hex-form. This is Miguel Serrano's HE/SHE where the male-female are joined. Of course, his original Spanish Language version has a hidden meaning - EL/ELLA since this links to the sequence -

AL(U) - EL(U) - IL(U) - OL(U) - UL(U)

The Female Stone is the 'Black Stone' which has also been seen as a violet-coloured stone and thus the Amethyst. The name 'amethyst' has the root ***medhu-*** related to 'honey' and to 'mead'. Here we can see the 'Holy Mead' hidden within the 'Mountain of Woden'. The Mead of Inspiration is gained by Woden from Gunnlod (The Female). Just as Marduk is the 'Protector of the Midnight Mountain' Woden has the self-same role. The Male-Stone is sometimes seen as the Green Stone (or Rock Crystal). The most famous of green stones is the Emerald Stone, and this is linked to Lucifer - the Morning Star.

Gar-Il/Gar-Al = Male Stone.

Ilua = Female Stone.

In English Gematria (A = 1, B = 2, C = 3, etc.) the word H-O-P-E adds up to the Number 44. This, of course, is half of the Sacred 88 which symbolises HelgiH (H-H). The late David Lane (Wodensson) mentioned a very interesting use of English Gematria in that the first sentence of the Old Testament added to 44, and the last sentence of the New Testament added to 44, making the Number 88. This was, he said, *'The Beginning and the End - The First and the Last'* relating to the Aryan Krist who was the 'offspring of David and the bright and Morning Star'. In a sense Sargon is the 'Beginning and the End - the First and the Last', his last appearance being to revive the Empire of Light in the North. Sargon of Akkad was the original title of Sargon I, and Akkad is associated with Sumer, it was near modern day Baghdad. Nimrod's kingdom, in the beginning, was in the Land of Akkad. The last Akkadian King ruled with the Gutian King (King of the Goths?). There is some association between Nimrod - Sargon - Naram Sin.

The Long Man of Wilmington

Eala Earendel Engla Beorhtast!

(Hail Earendel - Brightest of Stars!)

'And another Sargon is used to strike the decisive battle. Once the Water-Pitcher washes away the horrors the Ancestral Land (At-al-land/Thule) will shine with a Golden Lustre.'

Sacred Numbers & The Runes

The *Ar-Kan Rune-Lag* system uses the 33 Runes of the Northumbrian Rune-Row which is the number of runes contained in the *Old English Rune Poem.* Here there are 29 rune-poems, and yet there are 33 runes altogether. As I have noted before, the 33-Runes equate with the spinal column of mankind -

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- Below these 24 vertebrae are 5 fused vertebrae (sacrum) and 4 fused vertebrae (coccyx), making 33 vertebrae in all.
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It would be very strange if this were a mere coincidence; behind everything is a hidden meaning. The number 33 is on fact a *Sacred Number* in various traditions, as seen below -

- There are 33 Vedic Gods.
- The second level of heaven in Buddhism is Trayastrima, 'of the 33 (gods)'.
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- The second battle of Mag Tuired name 33 leaders of the Fo Mor, 32 plus their highest king.
- Cu Chulain slays 33 of his enemies at the Battle of the Bru.

- Nemed reached Ireland in one ship, but lost 33 on the way.
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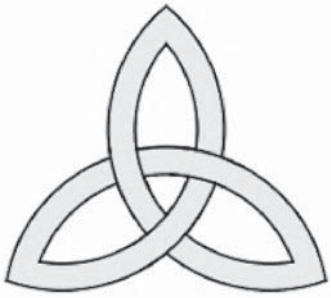
In using not only the 33-Runes but also the Four Aettir of 32 Runes plus the Gar-Rune as the Sacred Centre, we have revived some form of ancient tradition without knowing this was done. Not only is the 4 x 8 (32) + 1 (33) important, but also 3 x 11, bringing the Number 11 into play. The Gar-Rune is numbered '0' because it can come at the beginning or the end; as shown by the Irish (Ulster) Legends this rune is the Rune of the High King.

The Valknut ('Wolf-Knot') is a knot without beginning or end, and seems to symbolise the Nine Worlds which are interconnected. Being three triangles it is made up of 3 x 3 = 9. The Sacred Number Nine is a spiral, opposite in form to the Number 6. 3 x 9 = 27, a number associated with Kingship and with the Element of Fire.



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As stated earlier, the 24-Rune Futhork represents the 24 vertebrae of the spinal column, thus incorporating the so-called 'Elder Futhark' into the 33 Ar-Kan Runes. In an earlier post I mentioned the interchangeable 23rd-24th runes where the Edel-Rune and Daeg-Rune are found to be interchangeable in some artefacts found carved with the Futhark. Now let us look at these two runes.

The Dagaz-Rune of the Elder Futhark is a glyph of -

- Eternity.
- Time - as the hour-glass (turn this around to make the 'hour-glass' or 'sand-glass').

The rune thus seems to represent a paradox in that eternity is timeless and yet the same rune represents time. It would seem that, in this instance, this should be the 24th Rune, since it represents the 24 hour-day (being the 24th Rune), and thus the concept of 'time'.

In the *Ar-Kan Rune-Lag* we use the term *Mount Me-Ru* for the spinal column, a word meaning (to us) - 'Measurer' (Me-) of the Runes (-Ru). The spinal column represents the *Sacred Mountain* along which the 33-Runes are placed, starting with Feoh at the top. The Gar-Rune is the *Beginning and the End,* the *First and the Last* which is outside and beyond the 32 runes of the Four AEttir.

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The connections here to Ireland (particularly the Ulster Cycle) are interesting, especially when we consider these to be with the Tautha de Danaan who were said to have come from the North. The Fo Mors (Fomorians) are also an interesting case since the name suggests that these people came from an area 'under the waves' which is the meaning of the term. This itself suggests an area around the Netherlands which is, strictly speaking 'under the waves' being under sea-level. The last four runes - Cweorth, Calc, Stan, Gar - are the Four Hallows of Irish Mythology, the roots of the Grail Mysteries. There are certain parallels between the *Book of Kells* and some of the work done in Northumbria by Anglo-Saxon Christians, especially in the artwork for their texts. There must have been some valid reason why the Runic Adepts had no rune-poems for the last four runes - the Four Hallows. They were deliberately set apart in order to make them stand out.

The Number 11 is the start of a new numerical sequence, where the ending comes as the Number 10. Really, we should start the number-sequence with '0', thus - 0,1,2,3,4,5,6,7,8,9,10. We have thus an 11-number sequence rather than a 10-number sequence. In this sequence the start is Number 0 and the end is Number 10, thus 11 is the 'new beginning'.

The Daeg-Rune is not only a symbol of 'time' when turned around, it is also the shape of the *Worm-Hole* postulated by modern science. Here, once again, we have a suggestion of 'time' but in the sense of 'Time-Travel' whereby the past-present-future merge into one, and inter-dimensional time-travel is made possible. That this is here the 24th-Rune at the end of the Elder Futhark is made even more important, since it suggests here some form of 'Time-Travel' linked to the 'End of Time'. Of course, this is as yet only a theory, but the shape of the rune does suggest a *Worm-Hole.*

The triple-spiral symbol may be connected to the Valknut and the 'Celtic Knot' since all three are linked to the Number 3 - Three Triangles, Three Circles, and Three Spirals. The spirals are connected to galaxies, worm-holes and black-holes, as well as the shapes of so many things in Nature. This is linked to the Holy Swastika. The above Triple-Spiral can actually be placed within a Triangle, making such a link even more tenable. The Triangle and the Number 3 are associated with *Spirit*, as is the *Spiral.*

There is one more rune-change made by the Runic Adepts here in England, and that is the placement of Os rather than Ansuz in the First Aettir. Ansuz is moved

to the Fourth AEttir as AEsc. I have said this before but it is best repeated here, Os is the 'God-Rune', the rune of Woden as the High God, and AEsc is the Ancestral Rune, symbolised by the Ash-Tree. Both are runes linked to Woden, but in the *Ar-Kan Runes* they have slightly different meanings. It is, at this time, puzzling as to why the *Ancestral Rune* was placed in the last AEttir, but there has to be a significance in this move. The only thing that I can think of is that such a move may have been done to link the coming of the Last Avatar - The Third Sargon - with the Ancestors (Babylon). Across the ages the link between the Empire of Babylon and the Third Reich seems not only feasible, but highly possible. The *Prophecies of Sajaha* foretold of this, and they seem to have been very accurate.

We have to remember that the Ancient Mysteries hark back to the *Hyperborean Druids* and the later 'druids' are a mere shadow of the ancient *Shining Ones*. That the later druids are known to have used a form of Tree Ogham is well known; Ogmios is a name that suggests 'Og' and this seems to link back to Woden as 'Ygg'. We find the first three runes of the Fourth AEttir are linked to trees - Oak (Ac), Ash (AESC), and Yew (Yr). With the last four runes representing the *Four Hallows* we may well here have a link back to the Ancient Mysteries of At-al-land, the sunken land in the North Sea.

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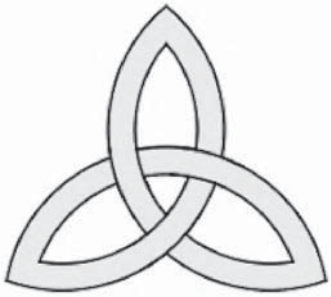

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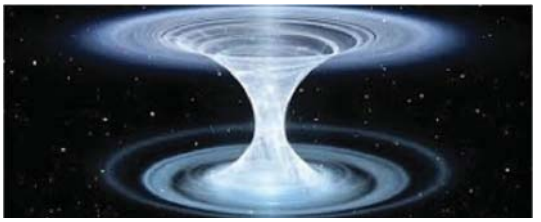
In the *Ar-Kan Rune-Lag* we use the term *Mount Me-Ru* for the spinal column, a word meaning (to us) - 'Measurer' (Me-) of the Runes (-Ru). The spinal column represents the *Sacred Mountain* along which the 33-Runes are placed, starting with Feoh at the top. The Gar-Rune is the *Beginning and the End,* the *First and the Last* which is outside and beyond the 32 runes of the Four AEttir.

The Daeg-Rune could be seen as the 'End of Time' and, being a change-rune, this brings into play the concept of *Eternity.* The 33-Runes suggest, as in the Welsh Lore, the transcendence of the human qualities towards a super-human state or 'deification', the transition from man to Superman - the God-Man. Again, as shown in the earlier article about 'Hope', the last Nine Sacred Runes seem connected to the appearance of the Last Avatar and the transformation of man into Superman.

The connections here to Ireland (particularly the Ulster Cycle) are interesting, especially when we consider these to be with the Tautha de Danaan who were said to have come from the North. The Fo Mors (Fomorians) are also an interesting case since the name suggests that these people came from an area 'under the waves' which is the meaning of the term. This itself suggests an area around the Netherlands which is, strictly speaking 'under the waves' being under sea-level. The last four runes - Cweorth, Calc, Stan, Gar - are the Four Hallows of Irish Mythology, the roots of the Grail Mysteries. There are certain parallels between the *Book of Kells* and some of the work done in Northumbria by Anglo-Saxon Christians, especially in the artwork for their texts. There must have been some valid reason why the Runic Adepts had no rune-poems for the last four runes - the Four Hallows. They were deliberately set apart in order to make them stand out.

The Number 11 is the start of a new numerical sequence, where the ending comes as the Number 10. Really, we should start the number-sequence with '0', thus - 0,1,2,3,4,5,6,7,8,9,10. We have thus an 11-number sequence rather than

a 10-number sequence. In this sequence the start is Number 0 and the end is Number 10, thus 11 is the 'new beginning'.



The Daeg-Rune is not only a symbol of 'time' when turned around, it is also the shape of the *Worm-Hole* postulated by modern science. Here, once again, we have a suggestion of 'time' but in the sense of 'Time-Travel' whereby the past-present-future merge into one, and inter-dimensional time-travel is made possible. That this is here the 24th-Rune at the end of the Elder Futhark is made even more important, since it suggests here some form of 'Time-Travel' linked to the 'End of Time'. Of course, this is as yet only a theory, but the shape of the rune does suggest a *Worm-Hole.*

The triple-spiral symbol may be connected to the Valknut and the 'Celtic Knot' since all three are linked to the Number 3 - Three Triangles, Three Circles, and Three Spirals. The spirals are connected to galaxies, worm-holes and black-holes, as well as the shapes of so many things in Nature. This is linked to the Holy Swastika. The above Triple-Spiral can actually be placed within a Triangle, making

such a link even more tenable. The Triangle and the Number 3 are associated with *Spirit*, as is the *Spiral.*

There is one more rune-change made by the Runic Adepts here in England, and that is the placement of Os rather than Ansuz in the First Aettir. Ansuz is moved to the Fourth AEttir as AEsc. I have said this before but it is best repeated here, Os is the 'God-Rune', the rune of Woden as the High God, and AEsc is the Ancestral Rune, symbolised by the Ash-Tree. Both are runes linked to Woden, but in the *Ar-Kan Runes* they have slightly different meanings. It is, at this time, puzzling as to why the *Ancestral Rune* was placed in the last AEttir, but there has to be a significance in this move. The only thing that I can think of is that such a move may have been done to link the coming of the Last Avatar - The Third Sargon - with the Ancestors (Babylon). Across the ages the link between the Empire of Babylon and the Third Reich seems not only feasible, but highly possible. The *Prophecies of Sajaha* foretold of this, and they seem to have been very accurate.

We have to remember that the Ancient Mysteries hark back to the *Hyperborean Druids* and the later 'druids' are a mere shadow of the ancient *Shining Ones*. That the later druids are known to have used a form of Tree Ogham is well known; Ogmios is a name that suggests 'Og' and this seems to link back to Woden as 'Ygg'. We find the first three runes of the Fourth AEttir are linked to trees - Oak (Ac), Ash (AESC), and Yew (Yr). With the last four runes representing the *Four Hallows* we may well here have a link back to the Ancient Mysteries of At-al-land, the sunken land in the North Sea.

The Sign of Ingwe - 1

It is my belief that the Sons of Ingwe should unite under a common symbol, one which is simple to use and to understand, one that can be understood by everyone - the Rune of Ingwe. Using the Old English version of the Ing-Rune, as a lone symbol for our movement, and transposed upon the White Dragon as a common Flag of England, this symbol would be powerful enough to unite a people for a common cause.

The 'dot' in the centre is the 'Seed of New Life' held within the Nation of Ing, waiting to be reborn as the new English Folk-Nation. This 'seed' now needs to be sown, from whence a period of gestation will follow, in which the seed will begin to form a new 'being' - the English Folk-Nation. Through the last couple of decades we have begun to create this 'seed', which, as with every 'seed' is a blueprint for the 'adult' form - the final form of this Folk-Nation. By taking this up as a symbol we not only reclaim our origins, and the Divine Ancestor of the Sons of Ingwe, but we proclaim our aim of resurrecting the English Folk from the ashes of its destruction.

We have all of the symbols contained in this very simple rune-stave, the Rune of Cleansing Fire and Recreation (the top version), and the Rune of Virility and fertility of our Folk that will give birth to the new Folk-Nation. Even the remains of any resistance to our manipulators will become invalid as the old symbols are thrown aside - the English Cross and the outdated White Dragon now flown by many who have no idea of its meaning and use. The new English Flag - the Rune of Ingwe on the White Dragon of the English - will replace all former symbols, symbols that are today misused and manipulated by our enemies.

Rune of Ingwe

This rune also contains two Edel-Runes made up from the Germanic Ing-Rune; these are the Divine Twins in their aspect of founders and creators of a new Folk-Nation. The Germanic Ing-Rune is the 'head' of both figures, joined as one in a unity of Blood and Land. This rune also bears the origins of the Sons of Ing - At-al-land - whence the English Tribes dwelt before the Great Cataclysm that sank these lands, and scattered our people around the Earth. Ingwe was hailed by the Goths - the 'Folk of God' - and these are part of the Seven Tribes of Ing that form the Sons of Ing or Friends of Ing. The roles of Woden (Warrior-Priest) and Ingwe (Sacral King) will be united again in the same Folkish Movement that must arise in these times when almost every form of resistance is being distorted and manipulated by our enemies.

From what I hear there is a growing interest in Odinism, although not at this time in quite the right way. Perhaps it would be truer to say a growing interest in Odinic Symbols. There seem to be a growing number of groups springing up around England using Odinic Symbols, but many of those involved are not so in any religious sense whatever, and know almost nothing of the religion at all. Indeed, there are a number who are not at all race-conscious, and in places we can see that there may well be groups being set up as 'stop-valves' to draw people away from the true Odinist-Wodenist-Wotanist Religions which would have the power to deliver our Folk from destruction.

Having said this I do not feel this a matter for great concern because where our symbols arise they can be manipulated, but at only a very shallow level, and such

symbols have the power to work themselves and to work out a destiny of their own. As long as we have a strong Folkish Movement alive and growing stronger this will be enough to allow our Folk to find us when they have realised that the false groups have nothing really to offer, and that these groups really have little knowledge of what this is all about. That such false groups are being set up shows how concerned our enemies are of this new growth.

Some of these groups offer excitement and a new feeling of manhood, which is fine up to a certain level since it is how our menfolk should be. But strength has to be united with knowledge and wisdom and this can come only through a deeper knowledge of the Myths, Legends and the Runes. To believe in a continuum based upon Ancestral Worship and honouring our forebears means a belief in *Race-Consciousness* which is not recognised in all quarters today. It seems we have moved from the extreme of 'racism' upheld by many who believed in *Race-Consciousness* to a non-belief in the importance of Race. When looked at this way this former extreme view is probably the cause for the problems we face today, and in retrospect it seems likely this was deliberately developed by our enemies. Race-hate leads nowhere as this proves, but a love of one's own race develops a sense of Race-Consciousness in a positive way. This path we have always taken and had everyone taken it up we would be in a far better position today.

At this point what is needed is a new impetus, a new input of energy, and that can be done by using a Sacred Symbol which can take upon itself a new life of its own. We adopted the White Dragon as a unifying symbol which has certainly spread much further than anyone could have imagined. But what is now needed is a simplified symbol on the lines of such easily-identifiable symbols used by many groups today. We can use many symbols, but we need one symbol that will unite us as a Folk, and that can be the Rune of Ingwe which has so many inner meanings. This is also a rune widely used for tattoos, which again spreads it to a wider audience, even though most will not know what it means.

We have sound proof that Ingwe was the Divine Ancestor of the English in the *White Stone of Ing* and the *Legend of Cuthman.* What we have is the knowledge that Ingwe lead the Inglinga out of At-al-land, moving eastwards over the waves. In the knowledge that the original Great Cataclysm was followed by a mini Ice Age, this movement would be eastwards and southwards into warmer climates where living would be easier, though some tribal sections would have remained amongst the ice and snow in areas that were still useable. We have also the prophetic knowledge that the 'new god' of our world-age is in fact Ingwe, through the revelations in *Revelations*, where the finding of the White Stone is prophesied.

Through the unity of Woden (AEsir) and Ingwe (Waene) we will be able to create the True Haeldom which is part of our Aryan Mythology. Through the eternal symbol of the New Dawn - the bright and Morning Star - we shall be able to bring back to life the ancient Tribes of Ingwe. As I said, the Ing-Rune contains two Edel-Runes, this rune being that of *The Hooded One* - Woden. In fact the rune-name tells us this is a Rune of Odin (Odal), and it is the Rune of Race and of the Racial Homeland - Blood and Land. All of these mysteries are hidden in the Rune of Ingwe. Also incorporated into the same rune are the *Mysteries of the Elves.* It is the Sons of Ingwe who have the true *Mysteries of the Elves.*

Ingwe is *Arctur(us)* who is the true Once and Future King, shown here as the Spear-God (or Club-God) and Hunter-God, who combines the role of the landsman (sickle/scythe). He is seen here with his Two Hunting-Dogs, crowned with Golden Stars (Corona Borealis). But there is another, and perhaps more important role of Ingwe, as the 'Driver of the Waen'. The *Chariot of Ing* is the Great Bear/Plough/ Big Dipper which has Ing as its driver, the force behind the movement of the Great Bear around the Pole Star.

Path of the Serpent

"The awakening of the Kundalini Power is felt as a descending and an ascending current....The descending current is the energy from above coming down to touch the sleeping power in the lowest nerve-centre at the bottom of the spine; the ascending current is the release of the energy going up from the awakened Kundalini."

Sri Aurobindo.

This fits exactly what I have said long ago about the upward-downward movement along the spinal column, as symbolised by the 'squirrel' *Ratatosk* who scurries up and down the World Tree, and in doing so linking the *Eagle* to the *Serpent.* The name *Ratatosk* tells us more about the workings of Kundalini -

Rata - Rasa = 'Vital Essence', 'Elexir', the 'Dance of Shiva' (the movement of energy around a centre. Rapture, ecstasy, orgasm.

Tosk = 'tusk' or 'tooth', but in this case the *Boar's Tusk* linking this both to Ingwe and to Freya.

Moving now to the *Myth of Knitbjorg* when Woden bores his way into the Sacred Mountain he uses an augur named *Rati*; the significance lies in the fact that a specific name is given to the tool, thus hinting at some hidden meaning. The word *rati* is the same as *rata.*

Obviously, both *rata* and *rati* should have some connection to the Rad-Rune whose alternative name can be Rat-Rune. This rune-stave can be seen as an upright column (Pillar-Tree-Spine) with the *Serpent* moving up it; the Sigel-Rune is that of the *Serpent,* as the shape suggests. If we read the quote from Sri Aurobindo carefully there is no suggestion that the *Serpent* actually moves up the spinal column. What he does say is that the Sleeping Serpent awakens and sends an ascending current of energy upwards along the spinal column.

What he also says is that in order for the sleeping power (Kundalini) to awaken there must be first a downward movement from the higher chakras. If we now equate this with our own Ar-Kan System then this movement is symbolised by ***ALU***. The ascending current of energy that moves upwards after the awakening

of Kundalini is thus ***ULA***. The *Three Cauldrons* are thus the key to awakening the *Sleeping Goddess.* The *Ur-Rune* represents the 'source' or 'primal source' at the Base-Centre, symbolised by the Black Cow. The serpent Nidhog, who lies at the base of the World Tree, has a very significant name - *Nid* = 'need', 'necessity' or even 'death' and *hog* which is the pig or Boar of Freya. Freya-Idunn is the *Sleeping-Goddess* who has to be awakened by the 'Hero'.

The Sigel-Rune represents the *Serpent* due to the S-shape movement and the sound - sssss. It also represents the Sun as in the ***IE Root *sowilo*** or ****saewelo***. It is interesting to note how different Indo-European Languages have retained the variants of names for the Sun -

Helios (Greek) - 'sun'.

Haul (Welsh - pronounced 'Heil') - 'sun'.

Heol (Breton) - 'sun'.

Suil (Old Irish) - 'eye' (representing the Sun as a symbol).

Sunne (Old English) - 'sun'.

Sol (Norse) - 'sun'.

It must be noted that the Greek, Welsh and Breton words differ from the Old Irish form, the latter equating with the Germanic form. The Serpent here is that of the *Solar Serpent*, that which the Egyptians symbolised by the Uraeus Serpent which was a stylised Egyptian Cobra representing the Serpent-Goddess, Wadjet.

We have seen how the Base-Centre is named *Bodn* suggesting the German *boden* meaning 'earth'. There are certain other root-words connected to this centre too -

- boedan (OE) - 'to proclaim'.
- bodian (OE - 'to announce'.
- boda (OE) - 'messenger'.

Like the name *Rati* the name of the centre, *Bodn*, has specific meanings that tell us the nature of this centre. Ratatosk is usually said to take 'messages' from the Serpent to the Eagle, and vice versa. The OE boda fulfils this role. The word 'announce' stems from a Latin word meaning 'messenger', and 'proclaim' means simply 'to call out' or 'to cry out'. All of these suggest some form of communication between the Base-Centre, Mid-Centre and Head-Centre.

There is some reason to suggest that the movement of the *Serpent-Energy* upwards along the spinal column is done in a kind of S-shape, just like the movement of a serpent. This was the form that a Woden Initiate had a vision of many years ago, this movement spinning the 'Black Sunwheels' in different directions as it rose. The **Alu-Ula** Formula tells us the downward-upward movement as shown by Sri Aurobindo. This is the movement sequence we have used in the Ar-Kan Rune-Lag, not consciously I would add. It should be pointed out that the word ***Alu*** is the same as ***Ilu*** and thus refers to the *Supreme Godhead.* ***Ilu-Vater (Ilu-Father)*** is the name used on Arda (Earth) according to *The Silmarillion*; He is known as ***Eru - 'The One'***. In some Germanic Tongues the 'r' and 'l' can be interchanged, so these root-words appear to mean the same.

ALU-ULA Spiritual Exercise - The Three Cauldrons

- Stand upright with the feet around shoulder-width apart.
- Hold the closed right fist over the chest area with a crescent-shaped left hand slightly folded above it. Hold this for nine seconds whilst stilling the mind as best you can.
- Drop the hands by the sides, hold for three seconds.
- Now draw the hands up to the forehead covering a point between the eyes; the hands are shaped as a Triangle with the 'Third Eye' in the centre. Hold this here for nine seconds, centring the consciousness in this area. Now intone (aloud) the galdor ***ANSUZ (ahnnn-zzzuz)*** three times. The 'n' and first 'z' sound should be prolonged. When doing this try to focus the consciousness between the eyes whilst at the same time intoning the galdor from this area, feeling the vibrations as you do so. The galdor is best done at a high-tone here.
- Now draw the hands down to a point over the Heart Centre; whilst doing so slowly part the thumbs to form two Lagu-Runes with the fingers pointing outwards and away from the chest. As you make this move breathe out. Intone the galdor ***LAGU (laaaa-guuu)*** three times. In doing so focus the consciousness on the Heart-Centre and intone the galdor from this area, again feeling the vibrations as you do so. The galdor is best done at a middle-tone here.
- Draw the hand down to a point just above the navel area in the shape of a Trikona (Downward Triangle). Centre the consciousness in this area, intoning the galdor ***URUZ (uuur-uuuz)*** three times, again intoning the galdor from this area and feeling the vibrations as you do so. The galdor is best done in a low-tone here.

- Finish by bringing the hands back up to the chest, the closed right fist and half-moon left hand again used to represent the Sun (right) and Moon (left) in balance and harmony.

One thing that needs pointing out but which should be obvious; there is no intention whatever to awaken the Fire-Serpent (Kundalini), and you should **not** visualise anything whilst doing so, with the exception of the use of Animal-Totems at each centre (which I have not done here). There are many books and YouTube videos showing how to awaken this force, but done without a master or guru this can be very dangerous. You need only to read *The Serpent of Paradise* to see what Miguel Serrano has to say about his experiences on this subject.

In regard to the Energy-Centres mentioned here - Bodn, Son and Odroerir - there is 'method in the madness' as they say. Obviously, the Head-Centre is the most known centre of consciousness, but in reality these three centres are all centres of consciousness.

The Head-Centre - the centre of intelligence, for we say 'use your head', or 'he's lost his head', 'he's not got his head screwed on', etc.

The Heart-Centre - the seat of our emotions, for we say 'with all my heart', 'he put his heart into it', 'his heart was not in the work', 'a heart to heart discussion' etc.

The Base-Centre - the seat of our instincts, for we say 'a gut feeling' meaning an 'instinct'. This is also a centre linked to courage because we have another saying - 'he's got guts'. Despite the fact that modern 'experts' ignore these old sayings they have more truth than any of their crazy 'progressive' ideas.

Thus, when doing such an exercise the aim is to awaken the three Centres of Consciousness through the galdor and concentration. It is first necessary to centre the concentration in the Head-Centre. There is a reason why this is done by concentration in the Head-Centre and moving downwards; in my own opinion it seems logical that before any kind of 'awakening' it is necessary to spiritualise these centre, bringing the Light down into the Darkness. Since, it would seem, the Counter-Initiation uses these same methods it would appear obvious that in doing so any 'awakening' and 'enlightenment' would come to them at a very basic physical level. Our aim is to spiritualise the body, and thus spiritualise the Earth. What this means is to raise the level of vibrations, hence the emphasis upon the different use of sound, from the 'high', to the 'middle', to the 'low'.

The Galdor - When doing the ***Ansuz*** at the Head-Centre you should feel the vibrations especially in the 'nnn' sound and the 'zzz' sound; you should try to use a sound that is the same pitch for both syllables of the word. This seems to work best for me anyway, though others may be different. There is always room for experiment here. Indeed, the best way to go about this is to experiment at each centre until you 'fell' the right vibration. Then all that is needed is practice.

Both Nidhog and Ratatosk are associated with the *Boar,* which is associated with both Ingwe and Freya. It is thus no coincidence that on the Sutton Hoo Mask we find the wings of the Eagle-Swan-Winged Serpent ending with *Boars.* Hence, both Ingwe and Freya are linked to the Kundalini Force or Fire-Serpent; it is also true to say that there is a connection to Venus (Solar System) and Sirius (Galactic). The kinks between Ingwe and Agni tell us for sure that there is a link to the Fire-Serpent.

We should mention here that there are <u>two</u> concepts of 'fire', just as there are two words for 'water'; this applies to many words in the Indo-European Tongues. One is of an **animate** gender which is used when fire or water is seen as an active, living force; the other is a neuter-gender used when fire or water is a physical substance.

IE Root *egni- - Fire as an active, living force. ***IE Root *pur-*** - Fire as a physical substance.

IE Root *ap- - Water as an active, living force. ***IE Root *wed-*** - Water as a physical substance.

Hence, the Inga-Fire or Agni-Fire is not the physical inanimate substance, it is the active, living, animate Fire. This is why we find Inga-Frey is the 'Master of the Inga-Force' and not the actual force itself. We can also see that the Feoh-Rune is the rune of physical inanimate Fire, whilst the Ing-Rune is that of the active, living, animate Fire. This brings up a rather interesting question; we usually associate Ingvi-Frey with fertility and virility, and very often he is associated with the Earth. The Ingwaeones could thus be perhaps associated with ***Fire*** in terms of the active, living force, rather than the Earth. His role as a 'Fertility-God' may thus refer to that of a non-physical living Creative-Force linked to Fire. This is perhaps why the Waene-Gods are associated with *Sacral Kingship* which is an idea enforced by Agni who is a god related to kingship. This is also found in the Iran-Persian concept of the *Hvareno* which is the 'Glory of Light' and associated with Fire.

There is no food for thought here in terms of the Holy Runes, because we clearly have runes for both types of 'Fire' here, and thus there is a likelihood that there are also different runes for all the different elements - Fire, Water, Earth and Air (or Ice perhaps since some use this as the Fifth Element). Certainly, if we link Woden to the Vedic Vayu then they are both linked to the ***IE Root *aiw-/*ayu*** meaning 'Vital Force', 'Life-Force', 'Eternity'. They are also linked to the element Air, so this force permeates everything; it does indeed, since air is needed for Fire, it is to be found in Water, it is found in the Earth (soil). This ****aiw-*** or Vital Force is the Life-Force or Universal Force, symbolised by the air because it permeates all things. This is why 'air' is associated with 'spirit', the air we breath being the inanimate physical, whilst spirit is the active, living force behind this.

'Before the Serpent curled itself round the trunk of the Tree of Paradise it lived in the ***liquid depths*** *beneath the roots of the tree...In the secret depths from which it emerged it enjoyed a type of elemental power and pleasure, but when it encountered the force of the sun it seemed to recoil and expand at the same time. The result was a conflict of Light and Darkness, for the force of the Serpent is both liquid and frozen...'*

The Serpent of Paradise - Miguel Serrano.

The above statement shows how much inner knowledge Miguel Serrano really had. Going back to the ***IE Root *ap-*** meaning the active, living force of water we find that two of the most ancient civilisations - Sumer and Akkad - used the term ***Ap-su*** in reference to the *Primeval Sea* below the void space of the Underworld (Kur) and the Earth (Ma) above. Here we can see its use as the active, living force, and not the physical water itself (though many scholars would not recognise this). The Sumerians called this ***Abzu*** and the Akkadians ***Apsu***, the latter moving into Babylon where the same spelling was used. We can see here how the Fire-Serpent actually dwells in the watery deep rather than in the Earth itself - this is the region of the Underworld. What we need to recall here is that 'water' in the sense of an *active force* is a malleable-force that can be shaped and which flows. It is not physical water, but it has the qualities of physical water.

I think the best way to describe what I am saying here is in terms used in the Martial Arts; there are 'hard' styles which are more 'earthy', and there are 'soft' styles which flow like water. The Base-Centre is certainly linked to Earth, but in the chakra-system this area covers three chakras -

Muladhara Chakra - Earth.

Svadhisthana Chakra - Water (ap).

Manipura Chakra - Fire (Agni).

Note here the use of the word ***ap*** for the water-centre; also that many ancient civilisations were said to be 'Semitic', and it is said that Sumer cannot be linked to the Indo-Europeans through language - so they say. However, the Sumerians used this Indo-European Root-Word for their concept of water at this level. Certainly the Akkadians did so because they used the ***ap-*** prefix. The ***Ap-su*** would thus be the area in the Underworld where the Serpent lies coiled and sleeping. This actually fits exactly with the concept of Nidhog at the base of the World Tree. The term 'Nid' can be found in the Nyd-Rune and it actually refers to the Underworld for, according to Viktor Rydberg, the term 'Nide' suggests the Lower World. I would think myself that this is where we get the term 'nether' meaning 'below' or 'under' as in the Netherlands. This concept is linked to the *Inner Earth* of Miguel Serrano, and thus to Shambhalla. This is not, as we can see from the concept of 'water' as a living force, a physical world, but is in a different dimension.

According to Viktor Rydberg the subterranean realm was that of Mimir, and this would be 'raised out of the sea' after Ragnarok and the Great Cataclysm. Nide's Realm would also arise from the sea. In *Voluspa stanza 56* we find the term *'idhya groena'* which means 'ever-green' or 'very green', and here we may well find the same concept used by the Babylonian Seeress, Sahaja, who used the term *Greenland* to describe a different world, indeed she mentions that Shaddein (The Lord of Shadows) hovered near to the 'Greenland' summoning demons to his aid. The Land of Mimir is inviolable and cannot be penetrated by these Dark Forces, which is where Baeldaeg and the Asmegir await their time to be 'resurrected' after Ragnarok; also Lif an Lifthrasir dwell in these realms and will repeople the Earth then. This is how the Golden Age will be devoid of all evil, but the Earth has to be cleansed before this can happen - cleansed by Fire and Flood.

There are two ways we should look at the term 'raised out of the sea' because it may well be used in the physical sense of a continent arising out of the seas after the Great Cataclysm - as we find in the ideas surrounding Atlantis. But it is also used in the sense of the 'Inner Earth' (in a parallel dimension) arising out of the ***Ap-su***, the subterranean world, which is the New Earth, cleansed and purified of all evil. This is why, according to Rydberg, the New Gods find the Sacred Tablets which were 'lost', simply because they were hidden deep within the Realm of Mimir. Mimir, of course, is 'memory', hence the reason why Miguel Serrano constantly refers to the *Blood Memory* and to the 'nostalgia' we have in yearning for the Lost Homeland. This Lost Homeland will arise once more from the Realm of Mimir - the *Blood-Memory.*

The Base-Chakra is thus connected to -

The Ur-Earth or Primal Earth.

The Ur-Water or Primal Water.

The Ur-Fire or Primal Fire.

We can also deduce from this that the Feoh-Rune is <u>not</u> that of the Primal Fire, since it is an inanimate form. The Primal Fire has to be associated with the Ing-Rune, or even perhaps the Ken-Rune/Kan-Rune which is the 'Fire-Serpent'. Or since the Ing-Rune contains two Kan-Runes then this may be the key -

When we look at the above Ing-Rune we can see the *Kan-Fusion* of two *Kan-Runes*; the other version, where this is laid upon its side, is the *Ur-Fusion.* The *Kan-Fusion* is thus the Fire-Serpent connected to *Ingwe.* Since the Fire-Serpent dwells beneath the World Tree in the *Waters of Ap-su* then we can now see how this is linked to Hama-Heimdall, Agni and Ingwe who represent Fire-from-Water. This *Primal Fire* resides in the ***Ap-su*** which is the living, active-force of Water. This is why the Waene-Gods are associated with water, not with 'water' but with the ***Ap-su***.

Since there was no letter 'p' in the Germanic Tongues it would be interesting to find out what the Germanic equivalent of ***Ap-su*** would be. The modern German *apfel* means 'apple' which may be linked to these ideas, the apple being the fruit of the Tree of Paradise. Certainly, this fruit is associated with the Tree of Knowledge (Wisdom and Understanding) and the Tree of Life (Immortality). Since there was no letter 'p' in the old Germanic Tongues we can only guess that the ***Root *ap-*** was perhaps ***ab-*** or even ***af-***. This could well be where the word *Afalon (Avalon)* stems from, since this is the 'Island of Apples' but it is also the Sacred Island to which the dead go across the waters - the ***Ap-su***. These ideas are pure guesswork, and yet may well be near to the truth, since the Sumerians used ***Ab-zu*** and the letter 'f' can replace the Greco-Latin 'ph'; the Indo-European Root for 'fire' is ****pur*** so again this makes sense to replace the 'p' with an 'f'.

Since we find that Loki the Trickster steals the *Brosingamen Necklace* from Freya, and it is Hama who retrieves this from the waters, then the *Brosingamen Necklace* is clearly connected to the *Serpent-Fire.* The same applies to the *Hvareno* which was retrieved from a lake by the Persian Kai Khusrau; the Hvareno was the property of the ***Aryan Nations*** and the Turanians tried to steal this from

them. This was held by the goddess *Ardui Sura Anahita* for the God of Light - Ahura Mazda.

The word 'Serpent' can be seen to be a symbol in itself - 'Ser' being the Letter S which is a Number 5, and the term 'pent' meaning the Number 5 - hence the Number 55. The source for this was online but I am afriad I cannot recall where I saw it. It may be important.

The ***IE Root *ang(w)hi-*** means 'snake' or 'serpent' and is connected to another ***Root *eghi-*** which gives the Greek *ekhis* ('snake') and e*khidna* ('snake' or 'viper'). This is the root of the name *Ingwe* or *Ing.* We can see this in the name *Angus (AEngus)* used in Scotland and Ireland. Ingwe is a name rooted in both *Fire* and *Serpent.*

'When the Ice of the Darkest of Night melts away under the Fire of the Black Sun of the Inner Earth, the poison apple shall fall away, and the Sleeping Goddess shall awaken, throw off her White Wolf Skin and arise renewed by the Golden Apples of the Immortals. When the Moon is under her feet and she is clothed in the Golden Sun, she shall bring forth the Child of Light who will lead the English Folk in their Divine Mission against the Servants of Darkness.'

The Prophecy 88 (Wulf Ingessunu). November 9th 2014.

Let us look again at this prophecy, because it has further hidden meanings which relate to this post -

- The Ice melts and turns to Water - Ice is static and frozen still, Water flows and has movement. This is a great change. From inertia comes movement.
- This happens due to the *Fire of the Black Sun*, which is in the *Inner Earth* - ***Ap-su***. This is not in our 'earth' but is hidden in a parallel-world that is symbolised by the *Inner Earth.*
- The *Sleeping-Goddess* (Idunn) has been 'poisoned' by the 'poison-apple' which 'falls away': there is a subtle 'play-on-words' here when rendered into the German Tongue. We have the word 'apple' which is *apfel* in German, and the word *ab-fall* which means a 'falling away' - a very clever means to use a double-meaning (this was not deliberate, I may add).

- The *White Wolf Skin* refers to the Ice or the Snow, and the Golden Apples of the Immortals are the *Golden Apples of Idunn.* When an apple is cut into half across the centre (not the axis) it shows a five-rayed star - one of the symbols of Venus.
- Venus - the Morning Star - is the Goddess with the 'Moon under her feet and she is clothed in the Golden Sun' as she can be seen on certain days around Dawn.

The 'Child of Light' is, of course, the Last Avatar, or may even refer to the *Hooded Man Current* which paves the way by awakening the 'heirs' - I am not sure of this. This refers to the *English Folk,* but it is in fact hard to see how this figure will arise here when we look around us. I have had doubts on this since these islands are not really big enough to create the base for such a figure to arise to lead an *Army of Light* against the Dark Forces. If this referred to *The Hooded Man Current* then there is no problem since this makes sense. What should be remembered here is that the three waves are all connected to the same *Archetypal Myth of HelgiH*.

Anyway, these are just thoughts, but there is also another, hidden, meaning in this prophecy. The *Sleeping-Goddess* in the *Kundalini Serpent* which lies asleep in the 'Great Deep' *(Ap-Su)*. The above fits well with the earlier quote fro Miguel Serrano - *'...for the force of the Serpent is both liquid and frozen'.* The awakening of the Kundalini-Serpent takes place in the Great Deep, through the Power of the Black Sun of the Inner Earth. However, Venus is the star that channels the energies of the Black Sun (Central Sun) to the Earth, hence the links here to Venus. This star is also where the Divine Child comes from and goes back to - it is the *Star of Hope.*

Note: *In regard to the ideas on the nature of* ***Ap-su*** *and 'water it may well be best to make this clearer and more easily understood. In esoteric or occult circles there are* ***Four Elements*** *- Earth, Air, Fire & Water - to which the Northern Tradition sometimes adds Ice. These are not the physical elements but are the active, living forces, but in order to invoke such forces it is necessary, it seems, to use the inanimate, physical equivalents.*

Earth - *This is the solid state equivalent to matter; I am not sure what the word for the living, active state is.*

Air - *The living, active state is from the* ***IE Root *aiw- / *ayu*** *whose mysteries can be found in the Eoh-Rune/Eh-Rune combination. This force is the Vedic* ***Vayu*** *who is the equivalent of* ***Woden****. In the concept of 'air' we also find the concept of 'spirit'.*

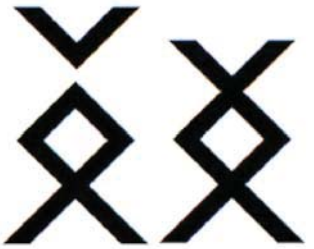
Fire *- The living, active state is from the* ***IE Root *egni-*** *giving rise to Agni and Inga ('gn' and 'ng' are merely variants). These mysteries can be found in the Ing-Rune. The inanimate state if from the* ***IE Root *pur- / *fur*** *giving rise to the English 'fire', and these mysteries are found in the Feoh-Rune.*

Water - *The living, active state is* ***IE Root *ap- / *ab-*** *and the inanimate state is from* ***IE Root *wet-*** *giving us 'water' and 'wet' etc.*

Ice *- Obviously, this is found in the Is-Rune which is supposedly the inanimate form; again, I am not sure what the living, active state is called. The word 'ice' comes from the* ***IE Root *eis-*** *a root which can also mean 'iron' as a 'holy metal'. The Avestan* ***aesma*** *stems from the same root, sometimes translated as 'anger' but this is really a force much like the Germanic* ***wod-****. The root itself seems to suggest two very different meanings, so maybe some words do not have two different variants.*

What I have to say here should be credited to my good friend Hamasson, since he came up with these ideas after reading *The Sign of Ingwe - 1* (I've changed the title so that this is linked to the original post). I have added some of my own ideas after his, but the credit is his for spotting this; these things came from a dream he had long ago. This concerns the last paragraph of the original post. I have to say that there is also something very, very strange about this, since the post was an old one and certainly not written on February 16th as the blog suggests. I know that I am not going 'crackers' here because the number of hits on the blog are far above one that has only just been written. It is an old blog that has suddenly appeared in this position; there could be a rational explanation and I could have somehow achieved this by mistake, but it does seem strange, none the less. This is certainly a 'synchronicity' since if it has not appeared there Hamasson would not have seen it, and the rest is history. The Gods work in mysterious ways!

The gist of this is that the figure of Bootes (above) I have equated with Ingwe in a specific role, since he is seen here with his *hunting dogs.* The figure with two dogs and holding a spear is very much like Woden with his two wolves and Gungnir. Next to the figure of Ingwe is the constellation known as *Corona Borealis* which is the 'Northern Crown'. Hamasson pointed out that he is not <u>wearing</u> the Crown (in fact it looks like the Crown has 'fallen' from his head). He also pointed out that this constellation has *Seven Stars* which represent the *Seven Kingdoms of the English*. The Crown also appears like that below, which was in the dream that Hamasson had -



This represents the Edel-Rune (The Hooded Man) who is 'crowned' - *'The crownless again shall be king'* (Tolkien). I am going to suggest here that this fits exactly with the other work I have done myself recently, featured in the new book about the *'Kingdoms of Light'.* As I have said before, *The Hooded Man Current* is that which permeates our Folk at this particular time, at the time of the *balance of Light and Darkness* - the Dawn-Time. The *archetype* here is that of *The Hooded Man* or *Helgi Hundingsbane,* who is 'crownless'. The crown belongs to the 'New King' (The Third Sargon) who appears at the very start of the Age of Aquarius - at the Break of Day. It is *Dag,* wielding the Spear of Woden, that slays Helgi Hundingsbane and he is the 'Day-Break'. This is the era that is coming in the future.

The above is the Flag of Gondor, showing the *Seven Stars* of the Corona Borealis; it has been suggested that the *Seven Stars* represent the Great Bear, but if this were so I think they would have been in the shape of the Great Bear, and not in

the shape of the Corona Borealis, as these are. Notice here, though, the above flag is that of Gondor before the 'Return of the King' - there is no crown.

Here is the same flag but this time the 'Crown' is added, and this is after the 'Return of the King'.

And above we have the 'crown' (Corona Borealis) in the shape that Hamasson suggested, the shape of the 'Ken-Rune' which represents 'Kingship'. After the

'Return of the King', when the Dark Lord is defeated and the Dark Powers banished from Middle-Earth, the *White Tree* (Yggdrasil = 'The White Race') comes into bloom, covered in White Blossom.

All that is gold does not glitter,
Not all those who wander are lost;
The old that is strong does not wither,
Deep roots are not reached by the frost.

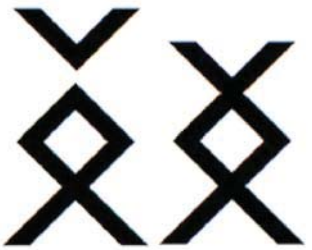
From the ashes a fire shall be woken,
A light from the shadows shall spring;
Renewed shall be blade that was broken:
The crownless again shall be king.

Lord of the Rings - J.R.R. Tolkien.

The *Seven Stars* represent the *Seven Kingdoms of the English*, and these are also related to the *Seven Swords of Wayland.* The *Sacred Number 7* is the key to these Ancient Mysteries - this is the Polar Number of the Polar Mythos, taking us way back into the mosts of time. *Arctur* is the 'Once and Future King', the king that was, and the king that will be; he is not the Celtic-Christian 'Arthur', although the legend lives on in that of Arthur, for this goes back further to the original *Polar Mythos.* He is the *Hyperborea Arctur* who is the 'Rightful King of the English' and it is he who pulls the sword from the Sacred Oak Tree. This is the Legend of Sigurd the Wolsunga, the Grail-Lineage.

In some traditions the Corona Borealis is seen as a 'String of Jewels', especially in a Japanese Tradition. This could well be the *Brisingamen Necklace* of the Goddess Freya. There is one point here that I should mention, the necklace and the torc are worn around the neck whereas the crown is worn around the crown of the head. The Crown Centre is the highest centre, and centre of *kingship*, whereas the necklace-torc is that of Freya-Woden but worn as a means that a god 'fetters' his/her Initiates. We have somewhat the same symbolism as the Edel-Rune of the Noble being transformed into the Ing-Rune of Kingship (K-Ing-ship, the word itself contains the Mysteries of Ingwe; this also works for *cyning* (Old English) and *konungr* (Norse).)

Next to Aragorn one of the main characters is Gandalf the Wizard who is of the *Istari* (a word related to Eostra/Ostara/Ishtar) and who represents the Priest-Wizard. He is the 'wanderer' who wanders Middle-Earth, a Wise Old Man who is aged yet acts young. Once his work is done he leaves Middle-Earth with the Elves, going to the 'Undying Lands'. Once the force of the *torc-necklace* has done its work, and the *crown* is once more placed upon the head of the Rightful King, then it returns to the source from whence it came. Aragorn then becomes the Priest-King-Healer which unites the Priest and the King, and the *Heildom* is once more created. The *Mystery of Ingwe* is that of the *Sacral King*.



Going back to the above image of the Edel-Rune and Ing-Rune, both of which contain the 'Gift of Ing', it seems clear that, like Agni, Ingwe is the god who confers kingship on the 'Rightful King'. Now, we know that the *Resurrection of Ingwe* took place on August 11th 1999 through the *Power of the Black Sun*, and that he represents the *Great King of the Angles* as shown in the *Prophecies of Nostradamus*. The *Lord of the Rings* films came out in 2001, 2002, and 2003 (not 1999, 2000, and 2001 and I wrongly put in the book) which were the first three years of the New Millennium, thus representing a projection of the things that are to come about in the New Age. The Age of Aquarius is the age in which the Rightful King will return and the White Tree will blossom again.

The Key of the Mysteries lies in the *Fire-Serpent* which is related to the *Fire-God* we know as Ingwe. In the sky-lore around Bootes the crown (Northern Crown) has 'fallen' from the head of Ingwe, but when the star-positions change it will once more adorn the head of the Rightful King. Looking back at *Wulf's Prophecy* this is very vague because of the two currents - The Hooded Man & The Last Avatar - which are somewhat mixed up in the poem. This is not unusual with prophecy.

August 11th 1999 was the conception of the Age of Ing, that was nearly 21 years ago; whether this refers to the *Age of Aquarius* (coming) or the *Age of Heroes* (our times) is not at all clear at the moment. Certainly, Ingwe is associated with kingship and thus the Age of Aquarius, but he is also the Hero-God and thus associated with the Age of Heroes. Maybe this does not matter, or maybe this will be another thing that becomes clearer later. What this does go to show is that when one mystery is solved, another mystery is thrown up to keep us going. Unlike modern science that thinks it knows everything, mankind cannot know everything, and our search for knowledge is eternal.

Ingwe is the *Son of Man (Son of Mannus)* as shown clearly in the *Book of Revelation* where his image is that of Bootes -

'And I looked, and behold a white cloud, and upon the cloud one sat like unto the Son of Man, having on his head a ***Golden Crown*** *and in his hand a* ***sharp sickle****.*

Revelation 14:14.

The Rune of The Hooded Man

This is perhaps one of the most complex symbols that we have used, because it contains so many rune-staves in one bind-rune -

- The Germanic Ing-Rune.

- The English Ing-Rune.
- The Edel-Rune & its reflection.
- The Kan-Fusion Ing-Rune.
- Two Wyn-Runes back to back (88).
- The Ger-Rune.
- The Eolhs-Rune & Calc-Rune, joined by the Ing-Rune.
- Two Hagal-Runes.
- The Ior-Rune.
- The Isa-Rune.
- Two Thorn-Runes back-to-back.
- Twoi Feoh-Runes.
- Two Lagu-Runes.
- Two Eoh-Runes.
- Two Gyfu-Runes.
- Kan-Runes, both Germanic & English.
- Two AEsc-Runes.
- Sigel-Runes.

If you look closely at this the lower Germanic Ing-Rune is over the throat/neck, whilst the upper Germanic Ing-Rune is at the crown area; this suggests that this power is raised from the neck (Torc) to the head (Crown). The Germanic Ing-Rune is formed from Kan-Runes. There is no 'face' within the hood, which is how the god Woden can appear at certain times; there is a *Black Void* or 'Limitless Space'. The colours (of course) and Red-White-Black, the colours of Eternal Germania and the Wyrd Sisters.

'In the Days of the Lion, spawned of the Evil Brood, The Hooded Man shall come to the forest. There he will meet <u>with</u> Herne the Hunter - Lord of the Trees - to

be his Son and do his bidding. The Power of Light and the Power of Darkness shall be strong within him. And the guilty shall tremble!'

The Hooded Man Prophecy - Horam October 31st 1993.

Of course, the Edel-Rune contains the basic meaning 'noble' and in the ancient Bulgarian legend of the *Idel* (which is *Edel*) we find that the foremost tribe of the Seven Aryan Tribes were the *Alp Buri* who are the 'Sons of the (Noble) Wolf. The Edel-Rune is one that tells us *'Hope is kindled'* but in doing so goes forward into the era where the *archetype* of *The Hooded Man* comes into play. In the *Robin of Sherwood* series Herne the Hunter is the 'Lord of the Trees' which is certainly quite right, but the name itself tells us that he is the *Hunter-God* and an aspect of Woden. We can also see in this that there is a link to Bootes and the two hunting-dogs of *Canis Venetici.* We should also recall that *Arctur* ('Arthur') was also a figure that led the Wild Hunt.

These are specifically *English Mysteries* which are contained in the *Ar-Kan Runes*; which is why these have been developed within Woden's Folk. As the above goes to show, these mysteries are found only within the Ar-Kan Runes and relate to the rune-shapes being as they were set down by the original Woden Rune-Masters and Adepts within the 'Old English Rune-Poem'. This is why there are specific shapes to these runes and why we have standardised them in this form, though, of course, the variants are also used.

As I have said before, Tolkien put the *Myth of Hamlet* into his works, which is the *Archetypal Myth* connected to *The Hooded Man.* This he puts into a sequence -

- The figure or *Eriol* is the original Ingwe, and his original name was Ottor; he called himself *Ottor Waefre* ('restless wanderer').
- His father was named *Eoh* ('horse'), and he was slain by his brother, Beorn (Warrior-Bear).
- Ottor Waefre settled in Heligoland ('Heilig Land' or 'Holy Land') and wed a woman named *Cwen* (Queen), and they had two sons, Hengest and Horsa, born 'to avenge Eoh'.
- After the death of Cwen he left his young children. Hengest and Horsa avenged Eoh and became great chieftains, but Ottor Waefre set out to seek and find Tol Eressea ('The Unknown Island').
- Ottor Waefre, in Tol Eressea, was 'made young by *limpe* (Old English *lidh*) and married Naimi (Eadgifu, niece of *Vaire* (an Elf), and they had a son, *Heorrenda* (who became the *Scop of the Heardingas*).

- Eriol adopted the name of *Angol* or *Engle*, and the English are his descendants, and they *'have the true tradition of the Fairies, of whom the Iras (Irish) and the Wealas (Welsh) tell garbled things'.*

In Tolkien's *Book of Lost Tales II* Ottor Waefre becomes *Ingwe* and later he is linked to a more historical figure of *AElfwine* ('Friend of the Elves'). It should be noted that both Aragorn and Gandalf are very closely linked to the Elves. It is said that Ingwe and Earendel dwelt in *Luthany* ('Isle of Friendship' which is Tol Eressea), before it was an isle. In other words Ingwe dwelt in ***At-al-land*** before the catastrophe that broke it apart. Tolkien states that Old English is the sole mortal language that the Elves will speak, showing to us the importance of this language. Tolkien speaks of *Seven Invasions* with the seventh being that of the *Ingwaiwar*, led here by the 'Ghost of Ing' (Hengest). AElfwine is 'of the Kin of Ing, King of Luthany'. Luthany was also called *'Albion'* by Tolkien. Luthany ('Friendship') is AElfham or Eldaros. IN Tolkiens works Tol Eressea and Luthany become mixed-up, but at one time they are associated with England.

'Many things shall be done and come to pass, and the Gods grow old, and the Elves come nigh to fading, ere ye shall see the rekindling of these trees, or the Magic Sun relit.'

Book of Lost Tales - II.

The *Two Trees* are the original trees representing the Sun and the Moon, of which the *White Tree* was a scion. The 'Magic Sun' here is most likely to be a reference to the *Black Sun* which will be 'rekindled', although Tolkien would most likely have not consciously referred to this.

I have mentioned the *Brisingamen Necklace* in regard to the Northern Crown (Corona Borealis) and in Tolkien's works we find the *Necklace of the Dwarves'* which is called *Nauglafring.* This necklace comes to hold the *Silmaril* - the *Jewel of the Gods.* Whether this has any relevance to the Northern Crown is a question we need to ask, and may come to light in time.

What is important to note is that Ingwe is the Divine Ancestor of the English Folk, who led them out of At-al-land when the cataclysm began to sink it, anything up to 12,000 years ago. He was certainly 'resurrected' as Hengest ('Geist of Ing'), who led the English Tribes back to these islands as the Romans were losing their rule here. It seems now certain that there were Germanic Tribes here before and during the Roman occupation, and that these tribes spoke a form of what is now beginning to be called 'Proto-English'. This seems to be a North-West Germanic

Tongue that originated in At-al-land. It also seems that the 33 rune-row may also have originated in At-al-land. This is why, it would seem, that this rune-row has arisen again in our time.

This loss of the 'Northern Crown' fits exactly with the ideas put forward before on the Third AEttir of the Ar-Kan Rune-Row. Tir (Tiwaz) is the original 'Crowned King', the King of the Golden Age when everything was in harmony, balance and Eternal Peace. This is why this rune has two 'arms' which represent this balance and harmony. At the end of this Golden Age, Tiwaz loses his Right Hand, and thus the balance is broken; his role is then passed to Woden who is here symbolised by the Lagu-Rune which is the Rune of Magic & Sorcery. Tiwaz will regain his role as the Righful King and wear the Northern Crown.

To sum up here - the Crown is fallen from the head of 'The King', and becomes the *Brisingamen Necklace* (Torc of Woden). With the 'Return of the King' and the defeat of the Dark Lord (Sauron - Shaddai) the 'Once and Future King' is crowned once more - the Northern Crown returns to the head of Ingwe. Ingwe is Arctur, and Arctur is the 'Once and Future King' - of the English. This is why Nostradamus referred to the 'Great King of Angolmois', Anglomois being a place in France called after the Angles - the English - because at one time they dwelt there.

Notes -

1. The Welsh term 'Arth Fawr' refers to the 'Great Bear' and is said to give rise to the term 'Arthur'. But, as we can see in the 'Crown of Gondor', the Rightful King is associated with Bootes and with the English. This is the 'Once and Future King'. This is perhaps why the English have retained the Legend of King Arthur, especially since we have the very same ***archetype*** *of Gandalf in the wizard, Merlin.*

2. When we use the works of J.R.R. Tolkien we do so with a great respect and reverence, with the recognition that he would most likely not share our own world-views or weltanshauung. This also goes for Richard Carpenter who wrote the 'Robin of Sherwood' series, although, unlike Tolkien, his work was rather more distorted in parts. There is no doubt these two brought to light some Eternal Truths, even when this may have been done unconsciously.

3. These ideas suggest that the 'King' or 'Sacral King' is Ingwe, whilst the 'Priest' or 'Priest-Wizard' is Woden. These come out as Aragorn and Gandalf, and Arthur and Merlin, an ***archetype*** *that recurs through time. When the Dark Forces are*

beaten and the Dark Lord destroyed, the 'Once and Future King' fuses both the King and the Priest-Wizard in his own being. This will happen at the beginning of the Age of Aquarius.

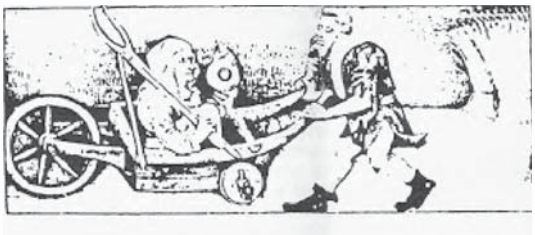
4. Aragorn is of the Dunedain or the 'Rangers' who are solitaries working sometimes in groups; he is a scion of Elendil and heir to the Throne of Gondor and Arnor. He is of the most ancient Royal House of Numenor (At-al-land). He is equated with Ingwe and to the Elven-Race. Like 'The Hooded Man' the Dunedain dwell in hidden settlements in the ancient forests. The Elves named him 'Estel' - 'Hope'.

The Sign of Ingwe - 3

The imagery shown in the *Sign of Ingwe - 2* shows that the connection between King Arthur and the Constellation of Bootes is clear, and that this is the 'Guardian of the Bear' or 'The Bear Watcher'. But if we look at the image of 'Cuthman' shown below we can see that he (Ingwe) is the 'driver' of the 'Waen' (Great Bear), which is his *Mother* -

Cuthman (Ingwe) is shown pushing his mother in the 'barrow' (Waen), which is shaped somewhat like the Seven Stars of the Great Bear. It is important to note here that whilst the Christian-Celtic 'King Arthur' is based upon the 12 + 1 = 13

Solar Mythos, English Lore takes us back to the origins of this *Archetypal Myth* in the Polar Mythos, where the Sacred Number Seven has its basis.



If you notice carefully, the wheel of the 'Waen' has six spokes showing, but from the layout has another spoke behind the connecting-shaft, making the Sacred Number Seven. The shape of the Great Bear/Plough/Big Dipper is found in the shape of the barrow and the two curved handles.

It is my belief that this *Archetypal Myth* goes back to the Hyperboreans who dwelt here in these islands - the Shining Ones. These lived upon an island 'beyond the Celts', which suggests the Island of Albion. The Hyperboreans were the *Sons of Bor*, the Father of Woden. The legend of the *Once and Future King* is thus a *Hyperborean Myth.* The later Christian 'Arthur', probably taken from a Romano-British leader known as 'Arthur', clouds the issue and helps the 'divide and conquer' agenda used here in these islands. As a Christian King, Arthur's war against the Saxons was a Christian war against the Northern Gods, just as the later Vikings came pouring out of the Northlands in a Holy War against the growing power of Judaeo-Christianity.

The Great Bear is the *Chariot of Ingwe* which is driven by Ingwe (Bootes); Ingwe is the force behind this movement around the Pole Star. Whereas the *Precession of the Equinoxes* is the backwards movement of the Sun through the Twelve Signs of the Zodiac, the Polar Mythos is based around the same 26,000 years (Great Year Cycle) broken into the Seven Stations of the Pole Star, where seven different Pole-Stars appear over this period of time. The Pole Star of this era is Polaris. We have shown that Ingwe is Arthur, and also Scef, the Divine Ancestor of the English. In a sense he is also connected to Hama, and also to Woden. And we should not leave out Thunor-Thor too, since he too has links to this Polar Mythos. Indeed, the Saxon-English god named *Pol* may also be linked to the Polar Mythos.

This seems complicated but we need to bear in mind that many of the forms of the gods interlink and overlap.

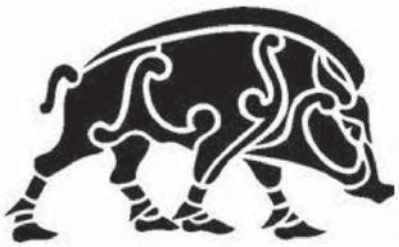
How far this Polar Mythos goes back here in these islands seems to be linked to Ingwe as the *Lord of the Elves*, and to the most ancient name of England - Albion. Tolkien recognised in his works the importance of the link between the English and the Elven-Folk or *Shining Ones.* Here, once more, I would like to make the clear distinction between the national boundary of what is known as England, and the ancient Inga-Folk or Inglingas who dwelt here in these islands, and prior to their breaking up, on the continent of At-al-land. It is also a mistake to project the modern world upon these ancient times, since Tolkien clearly states that Ireland was part of what is now 'Britain' and broke off at a later time. We are not talking about the English Folk dwelling on a particular part of these islands, but being part of the Teutonic Folk that dwelt in all parts of these islands in ancient times.

What I have done here is to flip this photo over so that the words 'Gift of Ing - Fire' are read from the top to the bottom. This way the 'Christian Cross' can be clearly seen, though bear in mind that this does look like a later edition carved onto the original runic staves. However, there is one thing that clearly does not make any sense here, and that is why this was done at all. It certainly does not 'Christianise' a Heathen Stone, nor does it in any way hide the fact that these are rune-staves. In fact, it does not even go any way towards distorting the meaning of these runes - 'Gift of Ing - Fire'. This is not the physical inanimate fire ('feur') but the living, animate force we call the *Inga-Force.* This is the *Serpent-Force* or

Fire-Serpent; Ingwe, as shown before, means both *Serpent* and *Fire*, as well as connecting to the groin area. This is the *Fire of Sacral Kingship.*

As seen in the *Daily Mail* clipping of August 11th 1999 the Germanic Ing-Rune and the Cross of Fro-Ing are both symbols of Ingwe, so the above 'cross' even when super-imposed is also symbolic of Ingwe. The 'King of the Angles' can thus be Ingwe, but it can also be 'King Arthur'; this is no doubt why this legend has become so entrenched in the English Consciousness. The connection of 'Arthur' with Aragorn (LOTR) is through his father - Arathorn - whose name Ara-Thorn is just the same as Ar-Thur. Looking at this we have here a runic formula using the Ger-Rune (Ar) and the Thorn-Rune (Thur).

The *Sacral King* forms one of the main features of the Graal Mythos; he is wounded in the groin. The groin has the same symbolism as the thigh, and the Great Bear, in ancient times, was sometimes seen as 'The Thigh' since it is indeed shaped as such. We should also note that Rene Guenon, famous for his *Perennial Tradition*, stated that the 'Great Bear' was once a ***Boar*** and not a bear - the words 'bear' and 'boar' both stem from the same root meaning 'wild animal'. The *Symbol of Ingwe* is the ***Solar Boar***, or in view of this, perhaps, the ***Polar Boar***.



I have mentioned the *Tuatha de Danaan* who were a mythical race who came to Ireland from the North. Now, according to popular belief the name 'Danaan' comes from a goddess called Dana or Danu; but this is a hypothetical name with no historical documentation whatever. This is a typical case of an individual or individuals guessing the roots of the name and this becomes 'truth' or 'reality', when it is just that - a guess. In view of this, the 'Danu' I have mentioned in regard to the 'Dane Hills' in Leicester (Black Annis) may well be another case of this, and the name could well be from the 'Danes', since this is part of the Danelaw. The name *Danaan* is too close to that of the 'Danes' to be a mere

coincidence; Angul (English) and Dan (Danes) were brothers and Ingwaeones. There is a fragment of the *Song of Rig* that mentions a *Dan and Danp* but nothing else is known of this pairing. However, like Hengest and Horsa these may be the *Divine Twins* of the Danes. The Danish Vikings established Dublin so it is just possible, like in so many instances, they returned to an area long after they had been there in ancient times.

The Danes have their own version of the *Once and Future King* in the figure of *Holger Dansk* or 'Ogier the Dane'. Historically, he is the son of Geoffrey, the first Christian King of Denmark who lived in the eighth century CE. Holger Dansk was given an *Enchanted Sword* by Morgana (Goddess of Fate). He is said to sleep in the dark cellar of Kronborg Castle at Elsinore, Denmark, the setting of Shakespeare's *'Hamlet'*. This itself is rather a strange coincidence because *Hamlet* is based upon the *Myth of The Pure Fool ('The Hooded Man').* Holger Dansk is the *Once and Future King* who will appear as the *Last Avatar*; this myth is found in both Denmark and France. That this is based upon an *Archetypal Myth* can be seen in the story connected to Holger Dansk; Charlemagne's son slew Baldwin, the son of Holger, with a chessboard. The chessboard is associated with Morgana (Wyrd). The tale of Holger Dansk is that of Barbarossa who sleeps in the same pose under the mountain in Germany. This is an *Aryan Myth* or *Hyperborean Myth.*

The line in the *Prophecies of Nostradamus Century 10:32* are thus extremely important - "*...from the sky will come the Great King of Terror (Black Sun). He will bring back to life the Great King of the Angles (Ingwe-Arthur)...*" The phrase "bring back to life' or 'to resurrect' suggests in itself the *Once and Future King* who returns not just in the 'hour of need' but at a certain point in the Cycle of the Ages, at the beginning of the Age of Aquarius.

Ing was first among the East-Danes
Seen by men until he later eastwards
Went over the waves, waen after ran
Thus the Heardingas named the hero.

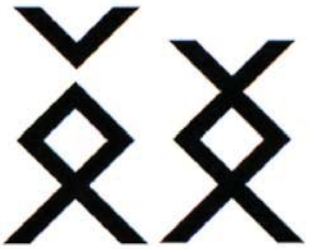
I have used the translation by Steve Pollington since he is an expert on Old English; there are variations of this which need not concern us here. This version fits with the Legend of Cuthman who pushes his mother eastwards in a barrow (wagain-waen). It is noticeable that the word translated as 'hero' is here *haele*, and that the emphasis is upon the word hero as opposed to a 'man'. If this referred to the English Tribes moving to these islands then it would refer to his

going westwards. The name 'Ing' was given to him by the *Heardingas* who are the *Haddingas* or *Heodeningas.*

In *Beowulf* the King of the Danes is called *codor Inguina* ('Protector of the Ingwaeones') and *frea Inguina* ('Lord of the Ingwaeones'); Pliny tells us that the Cimbri, Teutones and Chauci were all of the Ingwaeones. These peoples were the North-West Teutons. In Teutonic Mythology Hadding was persecuted and forced to flee to the East where he came under the protection of Woden and Hama (Heimdall). That we have both Ingwe and Hadding in the same Old English Rune-Poem, and a journey eastwards is thus no coincidence. During his exile in the East Hadding dwelt in *Maeringaburg*, a name stemming from 'glittering', 'shining', or 'pure'. This name derives from one descended from the *Shining Ones.* It is interesting to note that the anti-thesis of the *Maeringas* are the *Baningas*, related to the word 'bane'; these are the 'destroyers', the 'corruptors', and they follow Loki the Joten. When Hadding goes to the East what he finds is his forefathers.

Hadding is bound by Loki, and to free himself he has to use the *Leifner's Flames* given to him by Woden. This seems to suggest that he freed his chains by his 'Fiery Breath'. It is Loki the Joten who stirs up the War of the Gods, which is paralleled here on Middle Earth by the battle between the North-West Teutons under Svipdag (Waene) and the East-Teutons under Hadding (AEsir). It is the North-West Teutons that lose the first battle, where Hadding is defeated. Hadding later achieves a massive victory and the two sides are reconciled, as are the Waene and AEsir. From then on the Teutonic Peoples trace their descent from both Ingwe and Woden.

Ingwe is the Sacral King, Woden is the High Priest; these two roles were once one and the same - the High-Priest-King. We should note the roles played by these two, and the Sacred Animals that are connected to them. The *Golden Boar* symbolises the Golden Sun and the *Serpent* the Earth (Ingwe - Sacral Kingship); the *Eight-legged Horse* symbolises the means to journey between different worlds (Woden - High Priesthood).



If we look at this again, the 'crown' is split from the Ing-Rune, creating an Edel-Rune. This is an important point because the Ar-Kan Ing-Rune is made up of two Edel-Runes joined together by the Germanic Ing-Rune at the centre. This is a glyph of the *Divine Twins* in one aspect. The Ar-Kan Ing-Rune is that of Wid-Ar, the 'Crowned and Conquering Son of the Sun'. In the Third AEtt Ingwe 'loses his crown' because there is 'no new king' as yet - he is to come in the future.

There is 'no new king', for this era is that of *The Hooded Man* who is the English Folk-Hero rather than the *Last Avatar* who will be the Great Godhead incarnate upon the Earth to cleanse the world of all that is evil. This symbol - the Edel-Rune - is made up of two Sigel-Runes, one Light and one Dark, thus symbolic of *The Hooded Man* who bears within himself the *Power of Light and the Power of Darkness* in balance. This occurs at the liminal point when the Light and Dark Powers are in balance - the Dawn-Time.

The concept of Ingwe-Woden is inherent in the idea of the *Divine Twins* or the *Twin Kings of Germania*. It occurs also in the Arthur (Ingwe) - Merlin (Woden) pairing, and as Aragorn (Ingwe) and Gandalf (Woden) in LOTR. It is also inherent

in Hengest (Ingwe) and Horsa (Woden) and other aspects of the Divine Horse-Twins in their role as H-H or the Secret Cypher 88. It also appears in Old English texts as Hama (Ingwe) and Wudga (Woden). This role, at this point of the Cycle of the Ages, is broken into these two parts; it may well be that the figure of Tiw and the Tir-Rune represents a time when this balance was held in one supreme individual - the Divine Priest-King.

The Source of the Ancient Runes

Whilst scholars and intellectuals argue over where the runes first came from, we know that it was the Germanic God, Woden, who discovered them and used them in the struggle of his Folk against the Joten. The clue to where these Ancient Runes lay hidden lies in the 'Cry of Need' uttered by Woden as he peered downwards to find the Rune-Stave - ***AEpandi***. This means -

AEpa - 'to cry out',

AEp - 'a shout of Need',

op (Old Norse) - 'a cry of Need'.

anda/andi - 'breathe', or 'secret'.

The clue here lies in the meanings of 'need' and 'AEpa', the former referring to the *Lower World* and the latter to the *apsu* - the Watery Deep beneath the Earth. We can even find this in the names of the figure who has the 'Key to the Bottomless Pit' in *Revelation* - ***Ab***addon (Hebrew) and ***Ap***ollyon (Greek). The 'Bottomless Pit' and the 'Watery Deep' are one and the same - the *Lower World* or *Inner Earth.* This is where the roots of the World Tree lie, watered from the Well of Wyrd and the Well of Mimir - for this is the realm of Mimir-Nidhad. We can also find this in one of the names of Agni - ***Ap-an Napat***, meaning 'Son of the Waters'. Thus, Ingwe is the 'Hero-God' who arises from the Great Deep, the 'Fire-

in-Water'. This is why Scef-Ing travels 'across the Waters of the Deep; he is also Hama-Heimdall and King Arctur.

The Swan-Ship on the Watery-Deep

The Portal-Gateway to the Inner Earth

Viktor Rydberg sees Nidhad as Mimer, and although it took me a long time to see this I can now see where he is coming from. At some point, it seems, Weland the Smith forged the *Sword of Victory* as a weapon against the Gods. Nidhad-Mimir, as always the friend of the Gods and of Woden, captured and imprisoned Weland, taking the Sword and the Rings of Power from him. Weland escaped and this is why, at the End-Time, the *Sword of Victory* is in the hands of the Fire-Giant, Surt. If we take the ideas of the Armanen Order Surtur is the Unmanifested God, an interesting concept.

The Nyd-Rune is the Rune of Need, the Rune of the Lower-World, ruled over by Mimir-Nidhad. The name *Nidhad* comes from -

Nid(h) - *Lower World* (we get the term 'nether' as in 'Netherlands' from this root).

had - *Being.*

It is clear that the Ancient Runes are in the possession of Mimir ('Memory') who gave these to Woden. This is *Mimir's Well* or the 'Well of Memory' - ***Blood Memory***. The 'Watery Deep' is indeed the 'Inner Earth' or 'Lower World', but in mankind it is the Subconscious Mind, where resides the Blood Memory. The 'well' or 'fountain' is here the source of the waters and the 'streams and rivers' coming from this source are the blood-vessels in man, through which flows the ***Blood Memory***. The Source of the Ancient Runes is in fact the ***Black Sun***.

The *Ing-Rune* is the *Rune of the Blood;* the Inga-Force or Inga-Energy is the 'Fire-in-Water', the Inga-Fire within the Blood of Man and the Sap of the Trees and Plants - this is the feeling that we have in the Spring when this movement starts again after the dormant times of the Winter.

There is a sacred object known as the ***Ur-Ar-Horn*** ('auroch's horn') which can be found in the *Lower World* in which is the *Fann's Brewing.* This is a horn embellished with a Serpent, which can turn itself into a serpent to slay those not worthy of a draft from the horn. The liquid from this horn is from the wells/fountains of the Lower World. This belongs both to Asgard and to the Lower World (Hela). The draught from the horn is made up of -

Wyrd's *Strength* *(maegen),*

The Cool Sea,

Son's Liquid.

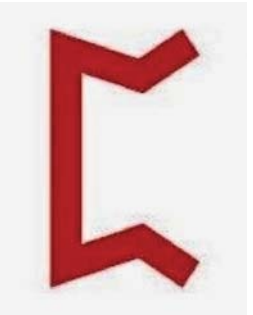
Wyrd's Strength is from the Well of Wyrd/Fountain of Urd.

The Cool Sea is Hvergelmer.

Son's Liquid is Mimir's Well. The Well of Creative Power and of Poetry.

It is these liquids from the Three Wells (Three Cauldrons) that are sucked up by the roots of the World Tree, they are the 'sap' of the World Tree. The World Tree is also called 'Mimir's Tree' - the 'Tree of Memory'. Mimir was originally a Smith-Joten, of the High Joten-Race; he is a great 'shaper' and 'creator'.

In the Norse Eddas there is a final catastrophe in which all of the elements clash and collide, bringing the worlds back into the Primal Chaos. From the 'depths' arises a New Earth and a New Order, as well as the New Race of Man. This is the 'rise' of Odainsacre which is the Realm of Baeldaeg in Hela, in the Lower World. This world, which 'sank' (moved into another dimension of being) at the time of Hyperborea-Thule, arises again from the 'Lower World', from the *Inner Earth.* This obviously does nor depend upon the survival of physical beings here on Earth, but is the arising of the *Golden Race of the Golden Age* which exists in a different world, a different dimension of Time and Space, indeed, outside Time and Space.



The Peorth-Rune is not only a 'portal' or 'gateway' but is also the posture used by those playing the *Taefl-Board Game*, as well as the 'Dice-Cup' used in the board game (originally). There is mention of 'strange tablets' on which the Gods played in very ancient times, and which re-appear when the New Earth arises again from the Lower World. These are also in the Realm of Mimir.

It may well be that the word **Avalon** is a corruption of **Abalon** and although it can mean 'Island of Apples' refers to the *Lower World* - the *Waters of Absu.* This could also be where the name ***Abaris (Ab-Ar-Is)*** comes from; he is the Hyperborean who flew upon an 'arrow' to get to the Greeks. Abaris is a Priest of **Ap**ollo, whose name also contains **Ap/Ab**. In the Old Testament, taken from more ancient Aryan sources, we have the *Garden of Eden (Garden of Idunn)* in which are two *apple-trees*. The Greek Apollo and Baeldaeg are no doubt one and the same, and the English seem to know him as Pol or Fal; the word Bael-Daeg could have been A-bael-daeg maybe.

What we do have here is a hint that the Ancient Runes are the most ancient symbols that come down to us from the Golden Age of Hyperborea-Thule, and that it is these Ancient Runes that are held by Mimir, and given to Woden that the Gods and Man may use them against the Dark Forces of the Joten. The symbol of Baeldaeg in the Underworld is the Fylfot-Swastika or the Black Sun, the 'Sun in the Underworld'. This is, as Miguel Serrano clearly says in his works, the ancient Hyperborean Sun that still shines in Odainsacre where dwell the Asmegir (Asa-Powers) and Lif and Lifthrasir.

This Lower World is associated with the Subconscious Mind, and also with the Moon (Mani). This is clear through the *Seven Sons of Mimir* who, at one level, represent phases of the Moon. These *Seven Sons of Mimir* awaken at Ragnarok and wield the *Seven Swords of Mimir (Seven Swords of Wayland)* on the side of the Gods and Heroes (Weras).

At the time of the *Hale-Bopp Comet* (Bap-Komet) I had the intuitive feeling that this was symbolised by *Sleipnir* - the Steed of Woden. This is the Shamanic Horse that moves between the worlds. He is the 'slipper', who 'slips' through the Veils of the Worlds. I also had a very strange dream in which a 'star' fell from the skies into the Bottomless Pit, just as mentioned earlier of the *Book of Revelation.* The 'Bottomless Pit' is the **Ab**yss. What would seem rather obvious from this is that the Hale-Bop Comet opened the 'Gateway to the Nether-World'. The Peorth-Rune

is the Beorc-Rune opened up; and the Hale-Bopp Comet was in the Sign of Beorc in the Northern Skies. The Hale-Bopp Comet was not of this world, it arose from the Nether-World and moved through the Veils between the Worlds into our universe. There may also be a link between these ideas and that of the 'star' called *Wormwood* which 'fell from heaven' mentioned in *Revelation.* 'Wormwood' is a bitter herb whose Latin name is *Artemisia* named after *Artemis* - the Moon-Goddess.

At the time I linked the Hale-Bopp Comet with Baphomet which is the figure used by the Knights Templars, the figure with two heads - one faces into this world, the other into the Astral World. This is what Miguel Serrano has to say on this, which confirms what I thought at the time -

"In Baphomet is the key to the Great Gate, the key to the exit into the Other World, the invisible one, into the New earth.'

When we talk of the 'Other Earth' or 'Nether World' we are talking of the *Astral Earth* which is a 'Parallel Earth' existing in a different dimension, at a different vibration. This is also the *Mystery of Valhalla* since when the Aryan Heroes die they are taken to this 'Other World' through the Black Sun and the Green Ray of Venus. The 'Gateway to the Astral World' can be found in the *Third Eye*, which is where communication with the Gods and Forefathers happens.

The *Blood Memory* is to be found in the *Astral Blood* or *Igneous Blood* - this is the *Fire of Agni-Inga.* The invisible currents that run through the Earth are the *Blood of the First Astral Earth*, and here we find the reason why the Ancient Runes are straight-lines since they each form a part of the wholeness of the straight-line system that courses through the *First Astral Earth*. This is also why the runes are made up of straight lines and half-lines, and each one has its own particular sequence inherent within the rune-stave.

The *Nine Glory-Twigs* are the 'matrix' representing these energy-currents; we can see this played out in the Game of Chess, where the moves are done in a vertical, horizontal or angled fashion, as in this shape. There is no need to see in these straight lines their use on wood or stone, there is a far deeper meaning to the *Straight Ways*. When Hyperborea-Thule-At-al-land 'sank' beneath the waves it 'sank' into the Great Absu, into the Great Deep, where it awaits the time when it will arise again as the 'New Earth'. Only by the *Straight Way* can these lands be reached by the Initiate - by using the Ancient Runes.

These ideas also explain the use of the terms *Wafeln* and *Caleuche* by Miguel Serrano, the ships that sail *beneath* the Northern Seas (former) and Southern Seas (latter). This is how the *Last Avatar* appears at the start of the Age of Aquarius. The Wafeln is the *Light of Consciousness* that sails beneath the *Sea of the Unconscious.*

It is interesting to note that an alternative name for the *Waters of the Deep (Abzu/Apsu)* are *eng-ur* (Sumer) and *eng-ur-ru* (Akkad). In the Old English Rune-Poem Ing goes across the waves, he moves across the waters of space. Ingwe is Agni, who is the Fiery Energy that moves within the waters, within the Blood of the Folk. It is also to be noted that Pol/Fal is a Saxon God associated with fountains and springs, i.e. the waters that course up from the Nether-World. This is also true of the Frisian Axe-God, Forseti, who throws his Axe, and from this arises a Spring.

The fact that a comet has always been seen as a *Bearded Star* links to the idea of Baphomet. These concept also link to the *Long Man of Wilmington* which was laid out as a kind of 'Time-Clock' that would be awoken with the passing of the Hale-Bopp Comet in the spring of 1997. The comet-shaped long barrow known as

Hunter's Burgh suggests this, as does the White Horse and the phallic-barrow on the top of Windover Hill.

In Sumerian and Akkadian Mythology the **Abzu-Apsu** is the Primeval Sea below the void space of the Underworld (Kur) and the Earth above (Ma). These are thus the Primeval Waters from which all creation arises - the 'Womb of the Mother'.

The symbol of 'Baldaeg-in-the-Other-World' is the widdershins Swastika, the Fylfot or 'Fol's Foot'. This is the 'Occulted Sun' or 'Black Sun' which is the *Spiritual Sun.* Baeldaeg dwells in Odainsacre which is the *Spiritual World* where also dwell the Asmegir (Asa-Powers) and Lif and Lifthrasir. This *Spiritual World* will 'arise' and take the place of our material world when the Dark Forces are completely destroyed. This 'Other-World' exists at a higher vibratory level than our material world.

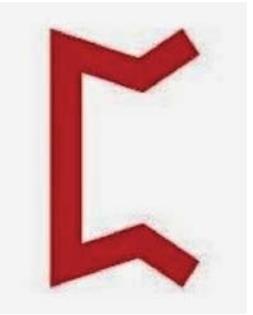
This is why the role of Woden's Folk and similar groups around the world is of vital importance at this time. And this is why the *Ar-Kan Rune-Lag* has been created to serve this role. Most of our people have no *hope* and are stuck in a society that rejects any form of creativity or spiritual growth; they have talents that are no good to this produce-and-consume society. In such a society they give up all hope, so it is our role to give them hope. This cannot be done through the channels open to this materialistic society, so we have to offer them an alternative. This alternative must be a new spiritual movement in which they can bring their innate talents into play, and become ***someone*** rather than the 'nobodies' of this society who seek to drag them down to their depths.

Dimensions of Time - Part One

'There is no chance in my life. My chances are full of meaning...'

Friedrich Nietzsche to Strindberg.

This post stems from a re-reading of Miguel Serrano's *'Nietzsche & The Eternal Return'*. Reading his works over and over again is the only way to understand what he is trying to say, because he hid some of the stuff quite deeply so as not to give away too much Occult Knowledge. The above statement about *'meaningful chance'* is the same as the *synchronicity* of Carl Jung.



Rune of Chance

I have shown before how the *Peorth-Rune* is the posture used when playing the ancient *Taefl-Board*. It is also, when placed upon its side, the *'Dice-Cup'* which was used in the *Taefl-Board* game because it was a game of chance. The board that I have today does not use a dice, but originally this must have been so, as I will show here in this post.

The Dice-Cup

In my latest work *'The Kingdom of Light'* I went into some ideas on the *Peorth-Rune*, some of which I am going to repeat here to make clear what I am trying to say. I feel this is necessary because of the complexity of this particular rune, and the hidden meanings that have come to light here. Firstly, there are two runes which are deeply connected to this one - *B-**eor**-c* and *Cw-**eor**-th*, the latter which has the Letter 'p' changed to the Letter 'cw' (which would have been one letter originally as 'q'). The rune 'Beorc' would have been pronounced 'Beorch'

originally.

The Beorc-Rune

This rune is the *Peorth-Rune* which has not been 'opened out', hence why the Peorth-Rune is seen as the 'Birth-Rune' since it is the 'womb' of the woman giving birth. But always remember that this works at one level, and that there are infinite levels of meaning in each rune. This can be a 'birth' at a very different level.

The Cweorth-Rune

The *Cweorth-Rune,* when closely looked at, has the very same rune-staves made

up of an upright stave (Ice) and two angled staves (Fire). This can be seen even more clearly in the alternative version shown below -

Cweorth-Rune Alternative

That these use exactly the same proportions of Ice (One) and Fire (Two) is significant; each is made up of one Is-Rune and two Ken-Runes (CGF). Thus far we have covered the basics most of which I have gone over before, but repeat here for clarity.

The *Peorth-Rune* is a portal or gateway into another world or dimension, it is the *Rune of the Gateway*. It is not the only one though, since the *Cweorth-Rune,* when seen in the light of the *Long Man of Wilmington* is also a 'Gateway', and in this case a 'Gateway to Thule' perhaps, since it faces to the North.

However, in the latter case (The Long Man) the shape of the rune shows us that the figure itself is the *Guardian of the Gateway* since the twin staves themselves are the actual gateway. The Cweorth-Rune is the 'Guardian', and hence the reason why there is a subtle word-play upon this rune - *Cweorth-Sweorth*, the latter meaning 'Sword', which is the weapon used by the *Guardian of the Gateway*. The 'Guardian' is here ***Waendal***, who guards the Gateway into the Other-World. This difference should be noted, for although the rune-staves are linked they have different meanings.

Many years ago I had a dream about the *Peorth-Rune* which showed me that the rune was used to 'break the fetters'; this is why the rune is a Beorc-Rune 'opened up', showing the 'fetters' being broken. The Beorc-Rune is the 'Rune of the Mother' and in order to evolve it is necessary to 'break the fetters' by which 'The Mother' holds us - i.e. to break the bonds of the material world ('mater' is 'The Mother'). This is something to meditate upon.

In *'Nietzsche & The Eternal Return'* Miguel Serrano mentions Adrian Dobbs, a parapsychologist, who suggested that time existed in two dimensions -

First Dimension - Time goes towards the future - Causality.

Second Dimension - Time moves in waves like a 'great breathing' - Probability.

In the Second Dimension of Time the objective possibilities become the effects and their causes in the First Dimension. Time goes backwards towards the past, and the law governing this is coincidence, the *'chance filled with meaning'* of Nietzsche or the *'synchronicity'* of Carl Jung. But, to make the events real they must be given meaning; thus the Second Dimension of Time can only happen

with our contribution of a meaning. This accords with the findings of Quantum Science and the finding that the mind itself affects an experiment.

The Second Dimension is thus connected to the *Peorth-Rune* which is the gateway to this Dimension of Time. This seems clear by the meanings of the rune itself - 'chance' and 'coincidence'. This is where the 'Dice-Cup' comes in because this is the 'chance' part of the Taefl-Board. This may also be why this was not a simple 'game of chance' but a 'Ritual Game of Chance', and indeed one done prior to a battle perhaps in order to alter the *Wyrd* in some way. I say this because the Peorth-Rune is also the *Rune of Wyrd.* This is something that should be emphasised since the 'Blank Rune' which has been added by modern 'pagans' is not needed since this rune itself is the *Rune of Wyrd.* Before I go further Miguel Serrano adds a Third Dimension of Time which covers 'Meaning and Eternity'. This is important.

Adrian Dobbs also posits what he calls *Psitrons* which are the 'messengers' who bring us this Second Dimension of Time. These *Positrons* have an 'imaginary mass' which allows them to travel indefinitely at a speed greater than light. They carry messages to the brain without passing through the senses, acting on the cerebral cortex as the Will does. They act only in the **microcosm**, i.e. within Man, and are the 'God-Particles' which some would see as 'Angels' (this means 'messenger') coming from the future 'Uncreated Light'. Thus, we can see how certain 'seers' can see into the future because they have been shown the future by these Astral Entities. Miguel Serrano also suggests that the Second Dimension of Time is also the First Dimension of Time which is now coming back. This shows the genius of Miguel Serrano whose understanding of this is told within his works, though not always too clearly since he meant people to find and discover the meanings.

I am going to go even further into this, using these three runes as the basis for discovering further Ancient Mysteries. The essence of Nietzsche's *Eternal Return* is that everything that can happen has already happened before. There are no infinite possibilities in this Dimension of Time, and thus everything repeats itself over and over again. This is where the concept of the *Archetypes* comes into play, since they are from outside, from above, or from below, from the Inner Earth, and these work through individuals at certain stages of history, hence why certain individuals seem so similar to other individuals but who appear at very different times in history. The Gods are also 'archetypes' and they live and die as we do, but always reborn or resurrected in a different form at different times. Let us go into this further.

Woden is swallowed by the Fenris Wolf at Ragnarok; Wid-Ar rips open the Jaws of Fenris, thus releasing the *Spirit of Woden* who is then resurrected or reborn in his son - Wid-Ar. Woden is no longer the 'Hanged God' because he has climbed down from the World Tree and has become the *Crowned and Conquering Son of the Sun* who is a Warrior-God - the 'Woodland Warrior'. He now rides a White Horse, carries a Flaming Sword and a Shield bearing the White Wyrm.

Wid-Ar - The Warrior-Hero God

This is the *archetype* of the New Age - the Age of Ing. This is the god-force that rules over the New Age, or at least the era of transition between the world-ages, until the dawning of the Age of Aquarius. The symbol of the Age of Aquarius is a ***Man***, as can be seen in the 'Four Beasts of the Apocalypse'; the symbol of Wid-Ar as the new *Aryan Archetype* is that of a ***Man***. Notice that the arms of the above figure are shaped as the Tiw-Rune, something I doubt that Steed (who kindly drew this for me) ever intended consciously. This is the *Rune of Balance and Harmony* which is what this figure will bring to us here on Earth. The *Flaming Sword* is the weapon of Kalki Avatar, but it also has another meaning since this is the weapon placed in the East of the Garden of Eden, which 'turned every way, to keep the way of the **Tree of Life**'. Hence why we find the Cweorth-Rune as the 'Flaming Sword' which guards the Gateway to the Other-World - to the *Garden of Idunn.* The figure has the Sacred Mountain - Su-Me-Ru - behind him, this being the Sacred Centre representing Shambhala where Kalki comes from at the End of Time.

This is the reason why the Widdershins Fylfot-Swastika is used at this time because it symbolises the return to Hyperborea-Thule-Asgard. This is the Second Dimension which 'goes backwards towards the past'. This is why the enemies of Man seek to suppress this symbol, but where it cannot be used the *Black Sun* replaces it, a sign with the same meanings.

The Black Sun has the twelve Sigel-Runes reversed or 'going backwards' and there being twelve represents the Twelve Signs of the Zodiac. This also represents the *Aryan Science of Implosion* and a 'going inwards' (towards the Inner Earth). The whole idea of the *Aryan Initiation* is a 'going inwards', as we find the *Aryan Krist* saying - 'The Kingdom of Heaven is within'. What we have to note here is that, as Miguel Serrano tells us, Asgard is not something 'outside' in the sense most Odinists see it; Asgard is Thule is Hyperborea which was the home of the ***Asu-Gods*** (the ***IE Root *asu-*** means 'spirit) which was placed within Midgard. After the sinking of Asgard when the gods mixed their Sacred Blood with the Man-Animal this moved into a different dimension (with different

vibrations) and can only be found by those knowing how to take the *Straight Way.*

The *Aryan Initiation* is the 'Resurrection of the Flesh' which was taught by Woden-Krist - the *Initiation of Kristos.* Contrary to the belief of some who teach of the 'Astral Body' through OOBE and NDE, not everyone has this 'Astral Body' or 'Body of Light' - the *Aryan Initiation* is for the 'Twice-Born' who are resurrected through the creation/re-creation of the Astral Body through clothing the body of flesh with the *Immortal Vajra* which then unites with the Astral Body. As shown in *The Kingdom of Light* these ideas can be found on the plaque in the church at Alton Priory, the church below *Woden's Barrow* which itself is a 'portal' into the Other World. These are the points which stand out clearly on 'Button's Plaque' in the All-Saints Church, Alton Priory -

- *'But since heaven gate to enter by is straight.*
- *'Till the last trump blowe open the wide gate, to give it entrance to the soule its mate'.*
- *'The last enemy to be destroyed is death.' (I Corinthians 15)*
- *'It is sown a natural body'.*
- *'The Key to David' (Rev. 3:7) - the angel blowing a trumpet.*
- *'It raised a spiritual body' (I Corinthians 15:44).*
- *'Death is swallowed up in victory.' (I Corinthians 54)*
- *'This is the gate [ ] the Lord.'*
- *'The righteous shall enter in at it.' (Psalm 118:20)*
- *The figure of Button is shown 'resurrected' with a full head of hair and a vigorous body, 'not as a 64 year old...probably meant to be 33'.*

The whole thing parallels the ideas of Miguel Serrano in his union of EL and Ella (HE-SHE), going beyond this stage through the Black Sun to the Green Ray (Venus) and thus creating the Astral Body and the ***Ultimate I***. Man becomes the Man-God and resurrects the Sun-Man or Aryan, but this time in a 'grown-up' form rather than the Innocence of the Golden Age. What seemed to have been a 'fall' had to come about if the 'I' were to be created within Man, and thus the ***Ultimate I*** which is the aim of this evolutionary process.

This is the reason why Woden is one of the most important figures in our era, because he is the God of Knowledge and Wisdom who searches for the Occult Knowledge needed for Man to evolve. It seems that the Cweorth-Rune - the Rune of Cremation - is so important in that it is this 'Ritual Fire' that is the

transformational-process that allows the Soul-Spirit to escape the physical body at death.

*'He (Woden) decreed that all the dead should be burned, and **put on the funeral pyre with all their possessions**. He also said that everyone should come to Valhalla with their property that he had on the pyre, and he should also enjoy the use of what he himself had buried in the Earth, and the ashes should be carried out to sea or buried in the Earth, and mounds should be raised in memory of rank....'*

Heimskringla.

In Snorri Sturlasson's *Heimskringla* we find the following statements -

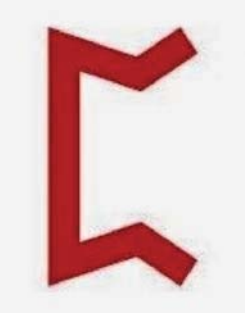
'...after Freyr had been buried in a mound at Uppsala, many chiefs made mounds no less than standing-stones to the memory of their kinsmen...'

'The Age of Mounds began properly in Denmark after Dan the Magnificent had a burial-mound raised for himself and ordered that he should be buried in it on his death, with his royal ornaments and armour, his horse and saddle furniture, and other valuable goods, and many of his descendants followed his example.'

It may seem strange, even ludicrous, to imagine that one's physical possessions could be of any use after death, but this is exactly what is said here, and it is the High God - Woden - who gave this decree to his Folk. Studies in OOBE and NDE have already shown that the *Astral Realm* is so very similar to our own physical world at the lowest levels. Since the above decree from Woden was always done by the Vikings then there must have been good reason to do so. Obviously, it is not the physical objects that are taken to Valhalla, but their spiritual counterparts or put another way it is the force or energy that they have built up through the physical life. This is the reason why certain objects, when passed on or taken from the burial mounds, contain that force or energy within them. Each weapon or object grows within itself a *Spiritual Force/Energy* which has a separate life from the physical object itself.

This can be explained through a statement made by Mercea Eliade -

"...repetition of an archetypal action performed in illo tempore by Ancestors or by Gods...By its repetition the act coincides with its archetype, and time is abolished.'



The Peorth-Rune, as I have said before, could well also be seen as the Weorth-Rune or 'Rune of Wyrd'. When the Taefl-Board was played prior to a battle it may well be that this was done so in order either to foresee the outcome of the battle, or maybe even to change the Wyrd and thus affect the outcome of the battle in some way. This, incidentally, would also be true of any magical working that is done to change one's Wyrd or change the Wyrd of a Tribe/Nation. This would be the rune to use for such magical workings. There is one more point here and that concerns Taefl as a Game of Chance through the dice-throw (connected to this rune as I have shown). It seems that when the dice is thrown over and over again there does emerge some kind of pattern rather than the 'chaos' we usually associate this with. Here it may be that the concept of 'Meaning' comes into play, for maybe when the dice is thrown the human mind affects the outcome of the throws in some way, according to a subconscious pattern. Thus they are affected by a Third Dimension of Time.

In regard to the 'Gateway to the Other-World' and its connection to the *Straight Way*, this may well be the real reason as to why the Ancient Runes are all done in straight lines. We can see how the phenomena known as the *Fata Morgana* occurs as a 'hallucination' seen by some people at the poles. To understand this one has to go beyond the modern meaning given to 'hallucination' to its roots, and thus find the real meaning behind it -

- Hallucination - 'wandering of the mind'. Please note, this does not state that it means that the mind 'invents' this, only that the mind 'wanders'.

- Latin *hallucinari, allucinari, alucinari* meaning 'to wander in mind', 'to dream', or 'to rave'.

Notice that the last word *alucinari* tells us the root-meaning of the word - ***ALU***. This thus concerns the ***Alu-Force***. This 'hallucination' is not something created by the mind, it is something that appears from another world or Dimension of Time. What these people see as the *Fata Morgana* is thus more likely Thule-Hyperborea-Asgard - the 'City of Asgard' in all its golden glory which is today situated in a parallel world.

This statement concerns the Goddess Morgana or *Fata Morgana* who is the 'Goddess of Fate' we are told. However, Morgana is the Goddess who took King Arthur (Arctor) across the waters (in the Swan-Ship) to Avalon (Valhalla). Her link to the Hale-Bopp Comet in my dream of 1997 infers that the comet was a manifestation of *Sleipnir*, the Eight-Legged Steed that moves between the worlds. In Norse Mythology the *Valkyrie* collects the soul of the Fallen Hero and takes it to Valhalla. Here we see why the Old English *Waelcyrge* embodies both the idea of the Norns/Fates and the Valkyries.

Although *The Emerald Tablets of Hermes* is what is known as a 'channeling' it does seem to hold many truths within it in regard to the struggle between the Forces of Darkness and the Forces of Light, and it does contain knowledge of how to retain the Blood Memory on death -

Place in thy heart the Flame of thy Soul.
Swiftly then sweep it to the Seat of the Triangle.
Hold for a moment, then move to the goal.
This, thy goal, is the place between thine eyebrows,
the place where the Memory of Life must hold sway.
Hold thou thy Flame here in thy brain-seat
until the fingers of death grasp thy soul.

Then as thou pass through the state of transition,
surely the memories of life shall pass, too.
Then shall the past be as one with the present.
Then shall the memory of all be retained.
Free shalt thou be from all retrogression.
The things of the past shall live in today.

This piece clearly shows how to retain the *Blood Memory* at the point of death; it uses the ALU-ULA Formula to do this, but in this case in a slightly different form.

- The Soul-Centre is visualised as a *Flame* which is placed at the *Heart-Centre (Lagu-Centre).*
- This is swiftly transferred to the *Seat of the Triangle* which is the *Base-Centre (Ur-Centre)* which is symbolised by an *Inverted Triangle.*
- The *Flame* is held there for a moment and then moved upwards to the *Head-Centre (Ansuz-Centre)* between the eyebrows *(Third Eye).* This centre is the place where the link between the world of Gods and Men can be found. Thus, on passing, the memories (Blood Memory) is passed on to the Astral World. The memory is retained in order to be used in the next incarnation upon the Earth.

The formula here is not ALU or ULA but is clearly seen as L-U-A since it moves from the Heart-Centre (L) down to the Base-Centre (U), and then up to the Head-Centre (A). Here the Heart-Centre is the 'Soul-Centre' ('Heart and Soul') which is moved downwards to the Base-Centre (Ur = Origins = Past), and then upwards to the Head-Centre where the 'past shall live in today'. Thus, the Ur-Centre is at one level the Second Dimension of Time which goes 'backwards into the past'.

The name *At-al-land* we have used for the lost lands in the North Seas, those lands that once connected these islands to the mainlands of Northern Europe. This is the *Atland* of the *Oera Linda Book*, also named 'Oldland'. The ***IE Root *at-al-*** means 'tribe' or 'race' but from its roots we can see something else emerging -

at- = over, beyond, super.

-al = to nourish, noble fostering.

The *Edel-Rune* is the *At-al Rune* and is the Rune of Blood & Soil, the Blood of the Folk and the Soil of the Folk-land. But it is also the Rune of Woden (Od-al) which is important to remember - the Rune of The Hooded One. It is the *Rune of At-al-land* in the sense that this was the Aryan Homeland where the Aryan Manu (Ingwe) led out the Folk after the Great Cataclysm that sank these lands many thousands of years ago. That the root of the word means *over, beyond, super* connects this to the idea of the gateway to the Other-World or Inner-Earth, and to Odainsacre, a name which also suggests the same 'Odain's Acre'. This was a sinking into the Blood (Blood-Memory) and a sinking into the Waters (Ab-su which is the subconscious mind).

Ansuz-Centre - Superconscious Mind.

Lagu-Centre - Conscious Mind.

Ur-Centre - Subconscious Mind.

All of what I have said here about the two Dimensions of Time are also linked to the ideas in a statement made by George Gurdjieff about the symbols originating in another world 'From Above' (or perhaps 'From Below'). He tells us that 'A certain possibility is introduced from where the impossible doesn't exist', and that this 'doesn't belong to the cause and effect of this world'. A 'Sacred Image' has to be created so that this 'possibility' can manifest and operate in the physical world. This short piece tells us quite a lot; it is the 'Sacred Image' that has to be created in order to manifest the 'possibility' that exists in the Other-World. This is the 'Meaning' mentioned by Miguel Serrano. The 'possibility' exists in the Other-World but it can be made to manifest and operate in the First Dimension of Time. To Friedrich Nietzsche that 'possibility' was the creation (or rather re-creation) of the Superman or God-Man.

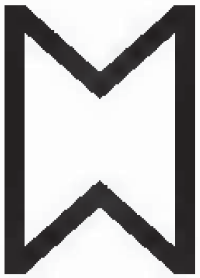
The means by which changes can be made in the physical world are through the *Magical Will.* This, as I have shown in older posts, is connected to the god-force we know as Ingwe and the Inga-Force, the Agni of the Vedas. This is where the forces of Woden (Woda-Force) and Ingwe (Inga-Force- have to be united in the same figure as the *'King of Kings'*. This is also that of Woden-Krist, which is the same as Woden-Ingwe.

The Stan-Rune

The *Stan-Rune* version shown above is the *White Stone of Ing* which seems clear from the rune-stave itself which bears the Ing-Rune inside the Stone-Rune. But this also has an esoteric meaning that has been overlooked, because it also refers to Ingwe *(Xristos)* 'crucified in matter' (i.e. 'stone'). ***(*)*** I have used the term 'Xristos' simply because it illustrates the link between the Gyfu-Runes (X) and the Aryan Krist. When we see that Ingwe is the *God of Creative-Fire* and understand the links to the Aryan Krist (Xristos) then this is why the *White Stone of Ing* is also named *The Firestone,* and why it contains the Ken-Rune or Rune of Fire.

(*) *"Krist crucified in Matter". This is an Archetypal Myth and tells us who has been 'crucified in matter' since it is the* ***Aso-*** *or* ***Asen*** *who mixed with the 'Daughters of Men' and took on a physical form. The Aryans are the descendants of these God-Men and thus this refers to the* ***Aryan Krist****. Judaeo-Christianity merely distorted the Aryan Archetype to suit their own ends, making the 'Son of God' (Krist) into the 'Son of Yahweh' (Old Testament), and thus pushing this forcibly upon the world who now bow before the* ***Dark Lord*** *and nor before the* ***True God****.*

Like the 'portal' or 'gateway' seen in the Peorth-Rune, the Stan-Rune represents the boundary-stone which is neither in one world nor the other world; it is the liminal point between the two worlds. The Stan-Rune, of course, is made up of two Peorth-Runes facing each other, and is thus a 'closed' doorway, gateway or portal.



It has been said that the above Stan-Rune represents the *White Horse Stone*, so we should recall that the *horse* is symbolic of the means to travel between the worlds - the Shaman's Steed. The *White Horse* is the Steed of Kalki who will ride at the start of the Age of Aquarius.

There is a very strange 'coincidence' in the words we use in regard to *symbolism*. The term *symbol* originally meant 'to unite' and thus tells us that symbols act upon the Second Dimension of Time, thus uniting with the First Dimension of Time. This shows the great importance of symbols to us, and why they are used to gain access to the subconscious mind. The opposite to the word *symbol* is *diabollo* which means 'to divide' and which is the root of the word 'devil'. There clearly is important meanings given to the words we use, some of which have been forgotten over time.

In a strange dream that I had some years ago the 'Lost Land' that is looked for was named *Eliande*, and this was protected by *Higher Powers*. The word contains 'El' or 'Eli' which obviously means 'Light', and '-ande' which may be linked to *andros* meaning 'man'. This land was not easy to get to and on the way a 'Dark Sorcerer' tried to stop me from accessing this land; Ravens, which turned into Winged Dragons, protected me from this Dark Sorcerer by driving the Dark Powers away. The essence of the 'Dark Sorcerer' was Mind-Control which is exactly how these powers control this world today. This is the stumbling-block to gaining access to the Other-World, which is blocked by the Dark Powers and their Dark Sorcerers. To gain access to this lost land meant crossing a desert or wasteland, a place that was the result of these Dark Forces.

In regard to the Other-World and its connection to the 'waters' and in particular to the *Abzu/Apsu* which is the Great Deep or the 'source' connected to the subconscious mind, I had a rather strange dream the other day about this area of the mind. This dream seems connected to the *Brisingamen Necklace* or the *Necklace of Fire* held by the Goddess Freya. What I saw in the dream was a kind of Fiery-Essence that was in the Great Deep, in the Waters, and which is obviously connected to the *Fire-Serpent* (it was like a serpent of fire). It is this that we seek in regard to the Quest for Immortality and the God-Man; this is connected to Ingwe - the Fire-God and God of Spiritual Fire.

Dimensions of Time - Part Two

The Black Sun - The Sun behind the Sun

"It is necessary to go under to discover the secret world and retrieve the keys in the ruins of a forgotten continent.'

EL/ELLA - Book of Magical Amor - Miguel Serrano.

Miguel Serrano places great emphasis upon going backwards in time to the origins and thus to the Ur-Time. This, he reasons, is why the Fylfot-Swastika is today the *Widdershins Swastika* that moves backwards against the flow of time in

this First Dimension of Time. This applies just as much to the *Black Sun* which is the symbol replacing the Fylfot-Swastika which today is being suppressed as far as the Dark Powers can go.

The importance of the *Black Sun* lies in that this is the Ancient Sun of Asgard-Thule; it is the 'Dying Son' of the past millennia, but today its power is increasing, and hence the fear that the Dark Forces have in the growing Forces of Light. This will be slow, since after the Great Yuletide the destructive forces get worse (as it does in winter) but the Light is waxing stronger and stronger until the point of balance at the Summer Evennight. But this goes somewhat quicker now since time is moving faster and faster towards the End-Time. The *Black Sun* is the power that flows through the *Aryan Blood*; it is the power that flows from the Second Dimension of Time.

There is obviously a two-way traffic between the two dimensions of time; this is why Woden decreed that his Woden Initiates had to be cremated with their earthly belongings, or burned and then buried in the mound with their earthly belongings. Ancient weapons and other regalia accrue a power and energy, or rather a 'subtle energy', which is what is transferred to the Astral World as an Astral Energy. This is why the earthly weapons and regal regalia were burned, or buried in the Burial Mound; they were thus there to be transferred to the Astral World as an Astral Counterpart. This is a very important concept that we should keep in mind to use within our own Folk-Community.

Odainsacre is the realm situated in Hela's Plains where Baeldaeg and the Asmegir await their time to 'return' after the Ragnarok. This is also linked to the World Tree where Lif and Lifthrasir will repeople the Earth after the Great Catastrophe. This is the Second Dimension of Time that will take the place of the First Dimension of Time, and this New World (arising from the sea) will be lit by the New Golden Sun (Black Sun regenerated).

I think that it needs pointing out that not every world that is beyond Midgard (First Dimension of Time) is a *spiritual world*. The higher realms are indeed spiritual worlds, but we should best look at the different levels as having different vibratory levels, and as these levels increase the physical gets less dense until it reaches higher into the spiritual realms. The key to Miguel Serrano's work is the need to <u>create</u> the *Astral Body* which he also refers to as the *Son of Man.* Unfortunately, there are many who think that <u>everyone</u> has an *Astral Body* but this clearly is not so. The means to attain this level is to <u>overcome</u> the limitations of the human being; this is the work of the *Viras (Weras)* or 'Divine Heroes' who

are the 'Heirs' (Babylon) or the 'Elect' (Revelation). These are those former *Divvyas* or *Divine Beings* who 'fell' into matter and the physical world, and whose eternal work is to free themselves from the physical world in order to evolve into the *Superman* or *God-Man.*

The *Archetype* works from outside, from beyond, or even from below, from the Inner Earth and this affects history through its workings. This is a crucial point that I still feel not enough people have taken notice of as yet. Each world-age has its own archetype, and that of the Age of Pisces was originally a 'fish', but as historical events have proven the *Hanged God* was the most widely-used *archetype* as the 'Age of Christ'. This, as I showed in the first part of this post, is the *Kristos Crucified in Matter - the Krist (Ing) in the Stone.* This, overall, suggests Man locked into the physical world. But that changes with the coming Age of Aquarius, and the new *Aryan Archetype* is not that of the 'Hanged God' or 'Crucified God' but that of the *Aryan Warrior-Hero* who has freed himself from the bonds of matter and become the *Crowned and Conquering Son of the Sun.* This is the figure of Wid-Ar.

Wid-Ar : The Warrior-Krist

The *Aryan Initiation* or *Initiation of Krist* is not the same as the spiritual disciplines taught today; this does not lie in 'Union with God' or 'Union with Nature', but it lies in the ability to go beyond the level of the *Sacred Marriage* through the *Black Sun* to the *Green Ray (Venus)* and thus create the ***Ultimate I*** through transmuting the 'Ego' into the 'Higher Self'. Thus, the *Aryan Initiate* 'sits

at the right hand of God', and is the 'Son of God' or 'Son of Man'. He is united with his Astral Body which is created in the Astral World, and not here on the physical plane. This is the 'New Creation' of Friedrich Nietzsche, the creation of the *Superman.* This is what the Gods want, and it is Woden - the Great Initiator - who is the guide and guardian on the path towards this ultimate act of re-creation. This is not just as transformation in Man, but also a transformation of Nature, since Nature is 'spiritualised' in the process.

This is where the ***ALU - Formula*** comes into play because it is the downwards energy-flow, bringing Spirit down into Matter - that is the key to the awakening of Baeldaeg and the Asmegir. The key work takes place in the sacrum-coccyx area through the runes - Ac/AEsc/Yr/Ior/Ear (Sacrum) and Cweorth/Calc/Stan/Gar. The first five are linked to matter and man, whilst the last four are the Runes of Transformation. The Ear-Rune is the 'Earth-Grave' which seems rather an ending, and yet the following Cweorth-Rune, the 'Fire-Twirl', is the Rune of Transformation, the means to transport the 'dead' into the Other-World.

The Gar-Rune

The 'Gift of Ing' has a very much deeper meaning, one connected to this rune as the *Hidden Fylfot-Rune*. When the 'gift' becomes the Fylfot, moving in either direction - sun-wise or widdershins - this is symbolic of the two worlds, the two Dimensions of Time, one running forwards into the future, the other backwards into the past. Here we can see another link between Ingwe and Agni, for the latter is the 'Messenger of the Gods', linking him to the *psitrons* covered in Part One. The 'X' is also symbolic of the *Crossroads* which is, like the boundary stone, hedge etc. a point where two roads cross, and thus we are in neither one nor the

other. The Germanic Ing-Rune (Diamond) is thus also a 'portal' or 'gateway' between the worlds. This is also connected to the Armanen concept of *Garma* - the means to transform oneself within oneself, by the means of oneself. The Swastika was always connected to the Greek '*gamma*' and thus to the letter 'G'; it is made up of four 'gammas'.

Contained in the runes covered in Part One are certain key features -

Peorth - *Rune of the Gateway.*

Weorth *- The Rune of Worth; the key to the creation of the Astral Body lies in the struggle to over come the human limitations. 'He that overcometh...' will evolve, whilst the Ultimate Man will remain earthbound at this time.*

Cweorth - *The Spiritual Sword and Spiritual Fire which will transmute Man into Superman.*

Beorc - *The 'Birth-Rune' which opens up into the 'Gateway' or 'Portal' through which Creative Ideas pass into this world, and through which Sacred Symbols pass into this world.*

It is noticeable that the Beorc-Rune, Peorth-Rune and Cweorth-Rune are all made up of exactly the same parts, but which are in different sequences for each different rune. This is an Upright Stave (Ice - Is) and Two Angled Staves (Fire-Ken).

The key to the Great Gateway is held in the figure of *Baphomet* which is the key to the exit into the Other-World, the Invisible World, the world that will become the New Earth. The two faces point into this world and into the other-world, and this symbol is linked to the Hale-Bopp Comet (Bap-Komet) which is *Sleipnir*, the Eight-Legged Steed of Woden which moves between the two worlds. *Sleipnir* rides towards the Age of Aquarius.

I see green again with growing things
The earth arise from out of the sea;
Fell torrents flow, overflies them the eagle,
On hoar highlands which hunts for fish.

It is the 'Green-Land' that arises from the depths of the 'sea', together with new life and growth.

Again the AEsir on Itha Plain meet,
And speak of the Mighty Midgard Worm -
Again go over the great world-doom,
And Fimbultyr's unfathomed runes.

Then in the grass the Golden Figures,
The far-famed ones will be found again,
Which they had owned in olden times.

The AEsir, it is said here, will find once more the Golden Figures and the Golden Taefl-Board which they had played on in 'olden times', i.e. in the Golden Age of the Gods. The Realm of the Gods is *Gimle* ('Gem-Roof') which is thatched with red gold, where the Gods will 'live forever in ease and bliss'.

This is the secret of the Taefl-Board game played with dice, since it is a Game of Chance. The rune-posture *Peorth* is used to play the Game of Chance because it is symbolic of the Board-Game itself, which exists in the Other-World. Even the 'Dice-Cup' would probably have been shaped like the Peorth-Rune placed upon its 'back', for this again would have the same symbolic meaning. Playing this on the physical plane, with the right symbolism, would reflect the game played in the Other-World.

On the third row from the bottom of the *Horn of Gallehus* we find two figures stood at the side of a Board-Game; below the board is a dog-headed figure in the Peorth-Rune posture. On the bottom row are two board-games, one above the other, each having a dice marked '3'. This seems to suggest the one board is a reflection of the other, one played in this world, the other in the Other-World. On the top part, bottom row, there is a human figure and dog-headed figure with what appears to be a board between them; the dog-headed figure has a human behind it holding a lead around the neck. This all appears to suggest to me that

the secret here is that when playing this game on the physical plane there is a parallel game played in the Other-World.

On the second row from the bottom we have two Fleur-de-Lys on the outsides, two dogs inside of these, and a 'Joker' type figure in the centre. There is also a large star at the top to the left of the 'Joker' figure. We cannot be sure of this but this does suggest the star Sirius which is the brightest in the sky, and shimmers with a blue light. This bright star is marked by drawing a line across the three stars of the Belt of Orion and this almost aligns with these three stars; these were the 'Magi' of Persia who visited the boy-child.

Of course, we find in some versions of the Grail Mythos that Morgana, the Goddess of Fate, is associated with the *chessboard*, and this also features in Masonic Symbolism -

'Here the Star Woman reveals that it is she who has inherited the fairy Morgana's chessboard, a fact which points to a certain correspondence between the two figures. As mentioned earlier, the symbol of the chessboard undoubtedly embraces the idea of a confrontation of the opposites in the square field action, and is thus a realisation of wholeness.'

Emma Jung.

The 'confrontation of opposites' here refers to the Battle of Light (White) and Darkness (Black) which takes place between the two sides of the board-game. This thus reflects the Eternal Struggle taking place here in Midgard, which also takes place in the Other-World. There is also a clue here in one legend where Parsifal (Perceval) makes a move on a chessboard, whence the figures on the opposite side move by themselves. Three times he is checkmated and loses; he starts to lose his temper and is about to **'throw the pieces into the water below'** which seems to relate to the ***Absu*** rather than any physical waters. A young woman appears, dressed in a red dress strewn with twinkling stars, and tells him they are 'her chessmen'.

We can find here perhaps a link to the 'Hound of Heaven' - Sirius - because the *Star-Woman* seems to be linked to Isis and thus to Sirius (and also Venus in our Solar System). In *The Sacred Triangle of Pagan Iceland* Einar Palsson links Isis and Sirius to the Number 4, which is the number behind the Game of Chess - there are 64 squares (4 x 4 x 4) and 16 pieces (4 x 4) on each side. These are the square and the cube of the Number 4. Both chess and taefl are similar in that

they represent the Eternal War between Light and Darkness. Chess is not a game of chance though. I am not sure of how important these points are but Sirius has always featured highly in esoteric circles.

Rune of At-al-land

The Edel-Rune refers to 'The Homeland' or 'The Folk-Land' and also to the innate qualities within Man. This is the Rune of Blood & Soil - Blood of the Folk and Soil of the Folk-Land. According to Tolkien this land, which he called *Atallante,* was subject to a massive catastrophe that 'sank' it beneath the waters, but which part of it was moved into a different dimension of time. It thus still exists in the Other-World. This rune is thus one of the means to gain access to the Other-World or Inner Earth. The key lies within us, and not without, as does all spiritual development.

The colour green of the *Black Sun* may well refer to the 'Green Land', which is also the subject mentioned in the *Sahaja Prophecies.* Green is the opposite colour to the violet of the Amethyst, hence the use of the Amethyst for gaining access to the Other-World. In this world it is necessary to use the opposite colour to that of the Other-World.

The phenomena of the *Crop Formations* seems to be based upon the underground aquastats which course through the Earth. These are themselves connected to the invisible magnetic currents that run through the Earth, and which Miguel Serrano sees as the 'Blood of the First Astral Earth'. I am led to believe that most of the crop formations are found on the chalk-downs of the South of England, and these aquastats are most powerful in chalk. This could also be linked to the Calc-Rune which symbolises the roots of the tree, i.e. the part which is underground. The Sumerians and Akkadians had two different words for **Abzu** and **Apsu - *Engur*** (Sumerian) and ***Engurru*** (Akkadian). This is the Primeval Sea below the Void Space of the Underworld, with the physical world above. (In regard to crop formations it may well be true that many of these are man-made, but there are so many that appear in a very complex form, and some have appeared within around 10 - 15 minutes of time in which they were formed. In broad daylight this is hardly explained by being made by two men working with planks.)

The English Peg-Solitaire game has 33 peg-holes with the central peg-hole being left blank. It thus has 32 pegs and 33 peg-holes, which matches the 32 + 1 runes of the *Ar-Kan Rune-Lag.* It would seem clear that these board-games - chess, taefl and peg-solitaire - are all connected to the Ancient Mysteries, and have all been passed down, like our Playing Cards, to us in order to unravel the Ancient Mysteries that they held for our forefathers. Unlike today these board-games were not played for fun but were a serious means of linking our world to the Other-World, and thus gaining some insights into the future. This is perhaps how the future is foretold, since if the First Dimension of Time moves towards the future, and the Second Dimension of Time moves backwards towards the past the accessing the latter gives access to what may come about - but due to the nature of the Second Dimension of Time this is only a possibility, at most a probability.

Dimensions of Time - Part Three

After Hamasson sent me a link to a YouTube Video on the subject of the 'Atom' and the knowledge of this by the ancient Aryan Peoples I looked further into this and decided to do a third part to the subject. Firstly, we need to know what the term 'atom' actually means; unfortunately, the Indo-European Dictionary that I have traced this back to the ***IE Root *tem-*** meaning 'to cut' or 'to divide', which is the polar-opposite meaning to the term. The above root ****tem-*** does mean what it says, but **a-tom** means the very opposite - ***indivisible particle***. This is one of the most important concepts to us because of this meaning. This is also connected to the term ***Brahma*** and ***Brahman***.

In ancient Indian Texts we find reference to ***Atman*** or ***Atma*** which is used for various meanings -

- The Soul,
- The Divine Essence,
- The world's spiritual nature,
- Eternity.

What the word **atom** refers to is the 'god-force' that is indivisible, that cannot be divided, that which exists or is. In ancient Egypt the highest god-form was ***Atum*** or ***Ra-Atum*** which stems from the same roots as 'atom' and ***Atma/Atman***. We can actually find a reference to this concept amongst the Heathen English who used the ***Old English*** *AEthm* to mean 'Vital Breath' or 'Living Force', i.e. the animate, living force that permeates everything and which is thus akin to the physical form of 'breath' or 'air'. This is also related to the ***IE Root *aiw-*** meaning 'Life Force' or ****ayu*** meaning the same, and giving us the Vedic ***Vayu*** who is in some ways is akin to Woden. Both the ***OE AEthm***, the ***PGmc *aethma*** and the ***OHG atum*** are closely related to the Hindu 'Atma', 'Atman' and Egyptian 'Atum'.

One of the less well-known figures in the Aryan Vedas is ***Anu*** who is the 'Supreme Creator'; he was also known by this name in Sumer and Babylonia. It is quite likely that the name ***Anu*** is related to the ***IE Root *ansu*** meaning 'spirit' but related to a form meaning 'to give birth', i.e. 'to create'. This gives us the *Ansuz-Rune* or *Os-Rune*, and the *Os-Rune* form has the shape of the most ancient Earthly Sacral Kingship where the High King holds the *Rod (Sceptre)* and the *Ring*

with the arms in the shape of this rune. This, of course, represents the Power of the High God upon the Earth.

There is also an ***IE Root *ater-*** meaning 'fire' and giving rise to the Old Persian ***atar***; however, the original meaning is something like 'blackened by fire' and here we may have a link to the ***Black Sun*** which represents the 'Hidden God' at one level. There is also the Vedic *Atharvan* which may have the same roots as the Persian word ***atar***.

The importance of the 'atom' is that it can move in different directions at the same time; this is the 'god-force' which moves between the Nine Worlds. It is also important that the *Old Norse* term for *aethm* is *ond* which stems from the ***PGmc *and-*** both referring to the Great Spirit that pervades everything.

"The Dasyus stand in opposition to both the Aryan Gods and the Aryan Seers. The Gods are born from Aditi in the Supreme Truth of things, the Dasyus or Danavas from Diti in the Nether Darkness; they are the Lords of Light and the Lords of Night fronting each other across the triple world of earth, heaven and mid-air, body, mind, and the connecting breath of life."

The Secret of the Veda - Sri Aurobindo.

The term *Dasyus* stems from *das* meaning 'to divide', 'to hurt' or 'to injure'; they are the despoilers and destroyers. These are the powers that 'split the atom' in the physical sense of the word. Whereas the Arya and the Aryan Gods seek the *Heildom* - that which is whole, undivided, healthy - the Dasyus seek to divide, to break down, to conquer and to despoil that which is whole, that which is truth, and that which is good (God). Another form of the Powers of Darkness, the *Pani*, is known as "the wolf that devours' - the Fenris Wolf. This is the power that has devoured everything in our time, that has swallowed the High-God, Woden, the God of the Spirit. These *Panis* are a form of *Dasyus* who steal and conceal the 'cattle' or 'cows'. The *Dasyus* are the *Joten* of Wodenic Mythology, the *Eoten* or 'eaters', 'devourers' and 'dividers'.

I have said before how the ***Aryan Root *wuot*** means 'all-pervasive' or 'all-penetrating' and is the root of ***Wuotan***. This is why Woden is seen not only as the High God of the Arya, but also as the Cosmic Spirit that pervades everything - God or Godan. This is the ***All-Father*** or ***Alu-Father/Ilu-Father*** known to us through Tolkien who tried to reinstate the *Aryan Ur-Religion* (even though he

would not have called it as such). There is also a Vedic Goddess mentioned by Sri Aurobindo named ***Ila***, little known to most scholars. These names refer to the *Light of Higher Consciousness.*

There is also the term ***Ananda*** which is the Divine Bliss entering the physical consciousness, and this can be broken into ***An-anda*** which reminds me of the ***PGmc *and-*** referring to the 'Living Force' or 'Vital Breath'. Of course, the *Ondweg* is represented by the *Irminsul* which is the World Column or World Pillar topped by the Swan's Wings as symbolic of Thule. Thule is connected to the constellation of *Cygnus the Swan* and to the *Long Man of Wilmington*. There is also another coincidence here because the area of the Long Man - Sussex - was part of the Andresweald which means 'Andres-Wald' (forest), and which most likely links to the goddess known to the Iceni Tribe of East Anglia - ***Andraste***. I have mentioned before (in the book *Kingdoms of Light*) how this name can be broken into ***And-Raste*** with the latter part being a Germanic Measurement of the 'Heilig-Lines' of force that pulsate through the Earth. This is the *Living-Force of Raste* if we see it this way.

In a vidid dream some years ago I was travelling with some close Folk-Comrades over a wilderness area going to a land called ***Eliande*** which seems to be the submerged land that we seek, which is protected by ***Higher Powers***. The force that protects the land sent out ***Ravens*** which turned into ***Winged Dragons*** that drove off a *Dark Sorcerer* and his *Dark Powers* that tried to stop us getting there. The name 'Eliande' is itself interesting when broken into -

Eli- meaning 'Light' (as in 'El' for 'God' and 'Elf' for the 'Light-Beings').

-ande which links to the above concepts of ****and/*anda*** meaning the 'Living Force' or 'Vital Force', and to the Hindu ***Ananda*** linked to the Divine Bliss that enters the consciousness.

There is also another name used by Tolkien - ***Eru*** - which in his works means 'The One', referring to ***Iluvater***. This name is the same as Ar/Er/Ir/Or/Ur and is related to ***Irmin/Ermin/Arman*** and to the ***Irminsul***. All of these ideas refer to the *Highest State of Consciousness - 'God'.* This is not a transcendent being as seen by the Judaeo-Christian Church, but a Vital Force that pervades the Nine Worlds.

There is also the word ***eala*** in Old English, a word meaning 'hail' and thus related to the following -

- *Heil,*
- *Hael,*
- *Heal,*
- *Holy,*
- *Healthy,*
- *Whole,*
- *Wholesome.*

All of these ideas lead to the *Heildom* which is the 'indivisible', a *holy* concept or concept of the *sacred*. We still greet each other by raising the right arm and saying *hello* which is the same concept as the *Heil Salute*, the ancient Germanic Salute invoking the mysterious force called *Heil* or *Hael.* Thus also the *Wes thu Hal* used in our rituals to hallow the Mead-Horn, thus invoking this *Heil-Force.* The rune-gealdor *Sieg-Heil* invokes the 'Victory to Heil'. This salute is also an Invocation of Fire, as the Ken-Stance shows us.

There is also another meaning to the ***Root *as-*** or ***Root *aso/*asu*** and that is 'Pillars of the World'. This is the root of the terms *AEsir, Asen, Aso* all used for the High Gods of the North. The word ***as*** means 'centre-post' or 'king-post' and refers to the 'Heaven-Pillar'; it can also refer to the outspread arms of the upper part of the Irminsul. This also relates to the *World-Ash* and to the *AEsc-Rune.* It is also said that - *'Idunn guards in her chest of* ***ash*** *those apples which the gods must taste whenever they grow old; and then they become young'* (Gylfaginning 26). The Hebrew word *Kapthor* or *Capthor* means the same as the above - World Pillar - and their name for the Philistines was the Kapthorites. **As-Gard** is the 'Yard of the World Pillar' and this was the Island in the North that 'sank' after the Great Catastrophe, or more precisely was taken into another Dimension of Time. The term *Kap-Thor* is also very interesting.

In regard to the Philistines or Kapthorites there are very interesting pieces in the Old Testament that prove beyond doubt the real enemies of these Heathen Northern Folk -

'Ye shall overthrow their altars, and break their pillars, and burn their groves with fire, and ye shall hew down the graven images of their gods.'

Deuteronomy 12:3, see also Numbers 33:52, and Deuteronomy 7:5.

This shows clearly that these people, whose letters are runic in form, were an early North-Sea People who swarmed through Europe and Asia into Egypt and the Middle East. This was in the Bronze Age. The same treatment as was given to these Northern Folk was dealt out in Europe by the later Judaeo-Christians whose altars were 'overthrown', whose pillars of stone were 'broken', whose sacred groves were 'burned' and whose 'graven images of the gods' were 'hewn down' (they would have been wood as in later times. This also goes to show how there was never the difference between the later times of the Iron Age and that of the Bronze Age, as some scholars would have us believe.

High-God of the World-Pillar

It is known that the peoples of the Canaries worshipped a god of the World-Pillar whom they called by the name ***'God Who Holds the Heavens'*** and their term for 'heaven' was ***Ataman***. This 'God of the World-Pillar' is, of course, the Greek *Atlas* whose symbol is a form of the *Edel-Rune*; he is the *At-al-as* or 'Racial Ase' and he is associated with At-al-land. The people of the Canaries were most likely Indo-Germanic and part of a migration from the North in the Megalithic Age.

The importance of the World Pillar is shown in the fact that in order for this not to fall, and the world fall into ruins, it had to be anointed with Sacrificial Blood -

For me a shrine of stones he made
And now to glass the rock has grown,
Oft with the blood of beasts was it red,
In the goddesses ever did Ottar trust.

Hindluliod 10.

The Rad-Rune above shows the World-Pillar (I) with the zig-zag (reverse Sigel-Rune) representing the Blood-on-the-Pillar, the blood running down the World Pillar. This shows how important it was to maintain the stability of the world through the upkeep of the World Pillar. The Forces of Darkness and Chaos seek ever to overthrow the World Pillar and thus the World Order. Thus the Demons of Darkness ever seek to overthrow the Creation of the True God - the God of the World Pillar. This World Order was based upon the idea of a firm foundation of the universe, ordered through sacred measurement and strict order, and all this symbolised by the World Pillar.

In the story of 'St. Cuthman' we find that when he came to build the church at Steyning as the work neared completion he was struggling to fix the main roof-beam and a 'stranger' appeared to help him finish the task; in one version the implication is that this is the *Krist* who helps him. This 'main roof-beam' is obviously the 'World Pillar' which sits at the centre; the term 'beam' is an Old English one referring to a 'tree' (as in the German *baum*). Thus, the World Tree or World Pillar.

If I am correct the Hindu ***Atma/Atman*** is a later concept which was an attempt to recreate the Ur-Religion which was at that time beginning to show distortions, as inevitably happens over time. The original concept was ***Brahma/Brahman***; here, as Hamasson once pointed out, the name ***Abraham*** would most likely be **A-Brahman** which has become the polar-opposite to the Vedic meaning. If I am right the original form of 'Abraham' was ***Abram***, which is even closer to ***Brahma***. This, once more, shows the Arya-Dasyus opposition where one is negated by the other. The former is the Creator-Preserver, whereas the latter cannot create but only destroys through division of the wholeness and harmony.

There are two things that seem to be linked to the inter-dimensional travel attributed to the *Atom* and that is the *UFO Phenomena* and the *Crop-Formations*, both of which seem to defy all the laws of physics on this physical plane. The UFO's seem to move between two dimensions of time since their movements defy our own science; they seem to be 'extra-dimensional' rather than 'extra-terrestrial', although the latter term could be applied to them. From my own experience of the phenomena of the 'crop-circles', having seen this done in long grass where this was flattened suddenly by some form of conscious force, this also seem to be from another world or dimension. We should not forget that there are dimensions of Light and also dimensions of Darkness, as we see in the Nine Worlds of Norse Mythology. There are Gods and there are Demons, just as there are those on earth who work with the Gods and Light-Forces (Arya - Wera) and there are those on earth who work for the Demons, Darkness and Chaos (Joten-Dasyus-Traitors).

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